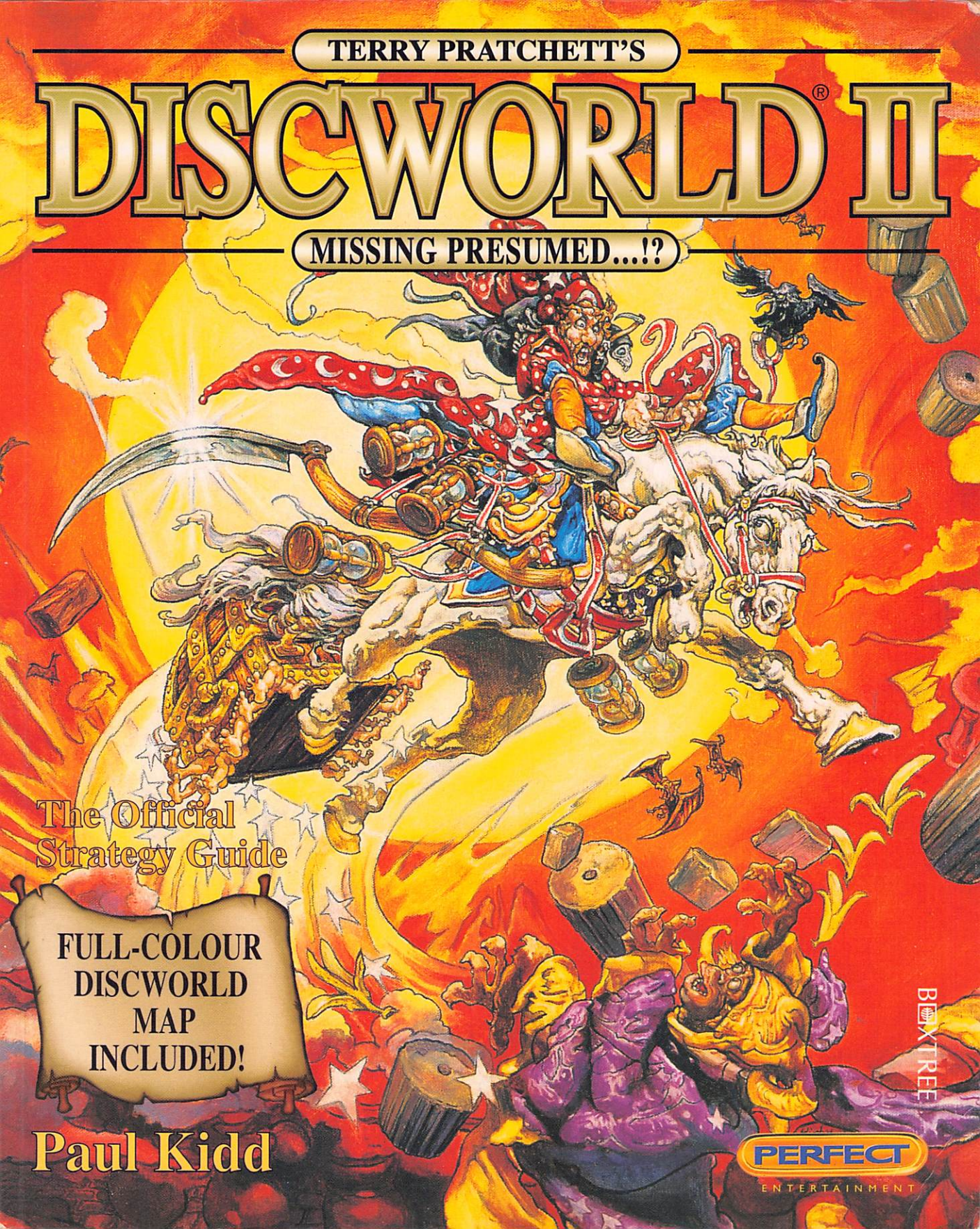
TERRY PRATCHETT'S

DISCWORLD® II

MISSING PRESUMED...!?



The Official Strategy Guide

FULL-COLOUR DISCWORLD MAP INCLUDED!

Paul Kidd

BOXTREE

PERFECT ENTERTAINMENT

TERRY PRATCHETT'S

DISCWORLD® II

MISSING PRESUMED...!?

About the Author

Paul Kidd was found under a rock in ancient Egypt in 2,016 B.C. and evolved over time into a talented writer, a dashing pop icon and a man with an obsession with anthropomorphic animals. He was captured many years later by *Perfect Entertainment* who forced him to write the dialogue to *Discworld II*. Later, when his money was running out, they let him write this book, but neglected to pay him. His latest project is a cool, calculated vengeance, which he will unleash sometime in the near future.

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MISSING PRESUMED...!?

The Official Strategy Guide

by Paul Kidd

BOXTREE

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Foreword

So they said to me, "You've got to go and write a foreword to the Strategy Guide." Hah! You think this sort of thing is simple when you are but a pawn of the games designers? It's a three-day quest just to find the pen.

Anyway, what do they expect me to tell you? It was all right in my grandad's time. In those days it was just, "You are in a Maze of Twisty Tunnels, all alike. You see an Axe. Pick up Axe. Throw Axe at Dwarf." It was *straightforward*. We didn't have to put up with all this interactivity.

Now, there's all these graphics and zillions of objects and I just *know* you're going to try to make me stick them together in every possible combination. "Put Hat on Frozen Chicken, Cover Archchancellor with Honey..." I bet you'll just laugh and laugh your little socks off.

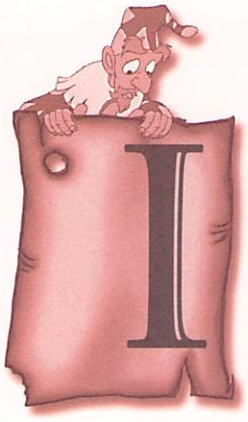
Well, this time I'm going to give you a few hints, see? None of "This Doesn't Work" business. It's in my interest to get you through this as fast as possible. Put Flamingo on Toaster, Put Bees in Trousers and let's get an early night, that's what I say. And none of that pointless traipsing around talking to idiots all day. Do you know how much proper wizarding pointy shoes *cost*? No, you don't care. If this was the *other* kind of

game then I'd at least have a double-barrelled shotgun and there's one or two people who'd have to watch out, I don't mind telling you.

Right. Well, that's it. I don't want you admiring the amazing graphics and wonderful sounds (they told me to mention these). I want you to *whoosh* right through, except possibly the bit where the actress's dress blows over her head; you can leave that bit on for half an hour or so. But then it's me for a cup of tea and my feet up in a comfy chair.

Us sprites have feelings too, you know.

Rincewind



Introduction

In the cold vacuum of space, no sound can be heard. Nothing in human comprehension could survive here where there is no heat, no air and no gravity. And yet through this empty void swims the vast Cyclopean bulk of great A'Tuin, the star turtle. No natural law can justify this creature's existence, but still he[1] swims out in the dark sea of suns. It doesn't seem logical. It certainly seems impractical that on the back of a giant turtle, supported by four giant elephants, a world should exist. Common sense tells you that four giant elephants couldn't possibly support a 10,000-mile wide spinning disc. Common sense tells you that a giant star turtle couldn't possibly survive without something to eat. But when it comes to the Discworld, common sense is most definitely optional.

You hold in your hands a mighty tome. It has powers rivalling the terrible Necrotelicomnicon[2], for this book has the power to restore Death to life, to allow you to travel beyond the

---

1 Or she. The greatest philosophers on the Discworld have failed to achieve any progress at all when it comes to deciding on A'Tuin's sex. However, they have managed to secure funding, which is fundamentally what all philosophy is about.

2 This tome, reputedly written by Achmed the Mad, is said to list the old, dark gods

mortal realms and return mostly unharmed, and to calm the most rabid madman. That is, provided the madman has acquired his insanity through the unwholesome pursuit of the solution to *Discworld II*, Perfect Entertainment's profitable follow up to *Discworld*, a game widely believed to have been responsible for a record number of cases of Murkwood's Brainmelting Puzzle Disorder (a rare and incurable mental disorder).

Before you begin reading this hallowed tome you should ask yourself, "Do I really want to deprive myself of the pleasure of unravelling these mighty tasks of lateral thinking?" You should consider the time-worn mystery of "How could anyone possibly set such purposefully obfuscated puzzles and then sleep soundly on a guilt-free bed?" You should, above all else, pay for it. Only then will the true magic, or at least profit, flow forth from these brittle pages and enrich our lives. You might even finally complete the quests in *Discworld II*.

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of the Disc. Legend says that any mortal man who reads more than a few lines of the original copy will be driven insane. For this reason, there is a thriving trade in making poor quality counterfeits of the original, although the counterfeiters themselves seldom live long enough to profit from their endeavours.

This book is designed to lay out the best game-solution strategies in the simplest possible way. For those of you who wish to take the "hidden hints" option, then modify your usual use of this book as follows: After every paragraph, put the book carefully down upon a flat, level surface, and then bang your head three times on the nearest table[3]. This will ensure that the next paragraph you read will be suitably blurry. Any hints or outright instructions are likely to be misunderstood, thus preserving the mystery of the game.

NOTE: Care should be taken when following this procedure! The book may fall off an insufficiently flat surface and damage its outer covers.

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3 Current market research has shown that most readers will have been banging their heads on tables for at least two days prior to actually buckling under and forking out for this hint book.

Playing the Game

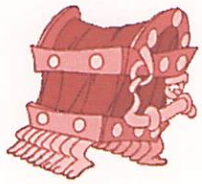
I'm sure that you're familiar with the game controls by now. If not, then a brief read of the game manual will bring you up to speed in no time. In this hint book there are only two different controls to concern yourself with: ***look*** and ***action***. Your game manual will tell you how these operate on your mouse, keyboard or keypad. This strategy guide uses a simple convention. Every time you have to perform one of these operations it is printed in italics, e.g. ***look*** at the door. For the sake of easier reading, we have replaced ***action*** with whatever verb would be appropriate in that context, eg. ***open*** the door, ***talk*** to the Librarian or ***use*** the knife.

Rincewind

This is Rincewind. Rincewind is a fairly average kind of chap; he likes to sleep in late, and have a cup of milky tea when he gets up in the morning. He only ever buys black socks, and yet still can't seem to manage to find a matching pair anywhere in his drawers.

Most problems in the game will arise when

you decide that Rincewind is a mighty sorcerer, a dungeon-crunching adventurer, and a true hero. Rincewind is fairly keen on the "path of least resistance" philosophy of life. Why fight a monster when you could run away from it in terror, thus saving your skin and improving your cardiovascular efficiency at the same time? Most problems in *Discworld II* should be solved by putting yourself in Rincewind's shoes. Try to think like a bone-idle, nervous little chap in a pointy hat, and you can't go far wrong.



Rincewind's only real asset (unless the luggage can be considered an asset) is that he has somehow become aware of the unreality of life. In fact, he seems to be fully aware of the fact that he is doomed to exist in a computer game, and not *in existentius majoram*, so to speak. Although he is powerless to avoid getting embroiled in the tortuous quests that sprawl before him, he can at least comment on them. Whenever you are stuck in the game, it is worth paying attention to Rincewind's ***Muse*** comments when ***talking*** to other characters, as it is here that he will drop hints with all the charm and subtlety of the Librarian. Ultimately, Rincewind's knowledge of his predicament is also a massive hindrance. Because he expects to find a convoluted quest behind every corner of the game, he frequently does so[1], thus making his life a misery.

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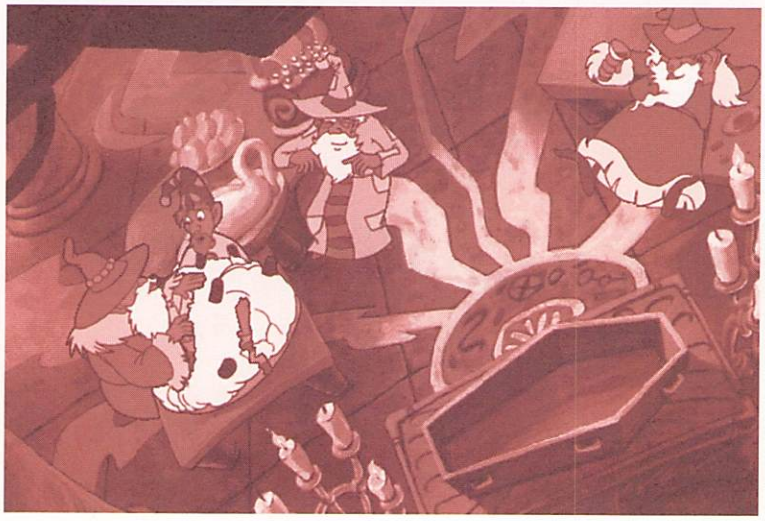
1 This property, known as the Self-Fulfilling Prophecy should tell you exactly why you don't get a pay rise, don't meet an attractive and friendly member of the opposite sex and don't complete computer games without a hint book.

ACT I
THE
RITE STUFF

Act I - The Rite Stuff

It's another typical night for Rincewind: a jaunt out on the town, a few drinks shared with a giant arboreal primate, and a long stagger home. Setting off an assassin's bomb and blowing up half the town is simply icing on the cake.

The aftermath is rather more serious. Death was caught up in the explosion and as a result has gone missing. Therefore, things just aren't dying any more.



Windle Poons has missed his call from the choir invisible and has gone wandering off, undead and annoyed. All over town, dead things refuse to *stay* dead and crowd up the city with walking corpses. It's getting so a wizard can't even get a decent dinner any more!

Clearly, Death must be put back on the job. The rite of AshkEnte has to be performed to summon Death and make the bony layabout account for himself. Now this is a rite that wizards are usually reluctant to perform. After all, who wants to draw Death's attention to themselves? In order to perform the rite, the Archchancellor must be given a number of different ritual objects, allowing him to cast the spell. The job of collecting the required items is, of course, given to muggins – our hero Rincewind. (Gad! Now there's a change of pace!)

To give the Archchancellor the items, simply return to the dining hall at Unseen University and ***use*** the items on the Archchancellor. If you need your memory refreshing, then ***look*** at the scroll in the luggage, the one given to Rincewind by the Archchancellor in the introduction. Five items must be gathered; these are:

1) **Glitter dust**
2) **Three pieces of wood (equal length, preferably...)**
3) **4ccs of mouse blood**
4) **Dribbly candles**
5) **A vile smell**

Aren't you the lucky one! It looks like it's going to be a rather long and irritating day...

Glitter Dust

The simplest quest in the game makes the best starting point. If you can't finish this one, then use the alternative "hidden hints" option outlined in the introduction; you won't solve the problems any more easily, but at least it will no longer seem important.

Glitter is not strictly necessary for the casting of the spell; the Archchancellor has a helpless addiction to theatrics. He has no qualms whatsoever about sending Rincewind scuttling off to achieve a perfectly useless quest. Since the Archchancellor has the magical ability to schedule Rincewind in for latrine cleaning duty for the next aeon or two, it seems politic to have Rincewind race off and do the job with all possible efficiency and calm.

Finding the "glitter" is easy enough: an observant player will notice that outside the Odium in the Plaza there is an attractive young actress wearing a glittery sequined dress. Film buffs may be reminded

of a certain actress and even a certain film. A good clue to solving this puzzle is that she is standing on a grating set into the pavement.

There are a number of possible ploys for snatching hold of the girl's dress – many of which will lead to arrest, or at least to party invitations that Rincewind would prefer to avoid. In Rincewind's view, the safest way to avoid trouble is to make sure that he is never seen[1].

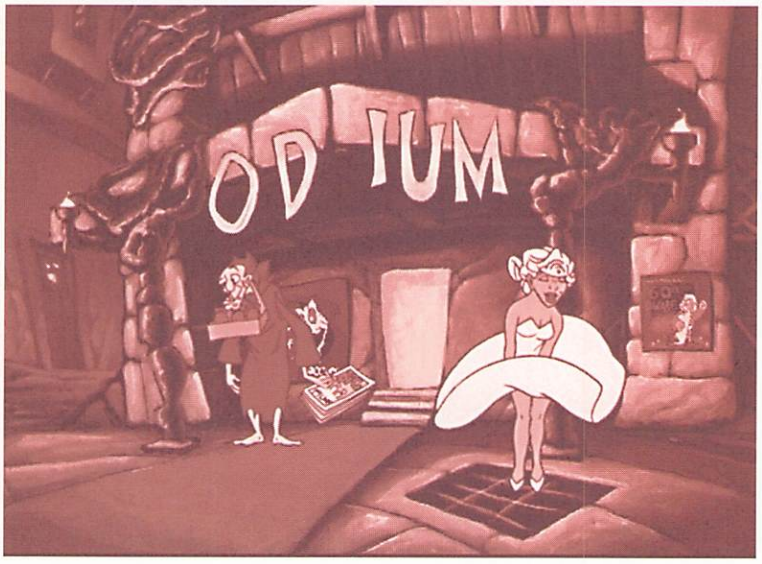
In order to solve this quest safely, it is necessary to

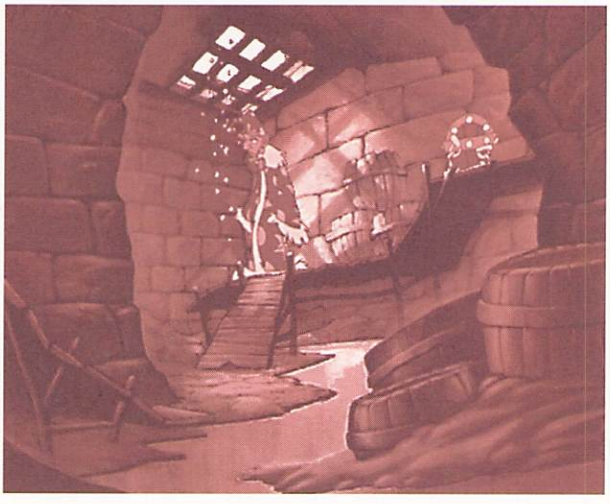
---

1 This basic survival trait is often found in the natural world as protective colouration, such as chameleon skin, zebra stripes or burrowing behaviour. In the case of human beings, it exhibits itself most usually as an inane titter in response to jokes made by hosts and employers.

find some bellows. These can be found by sending Rincewind to the High Energy Facility of the Unseen University where a careful inspection will reveal them. Whilst here, Rincewind should have a little chat with the "colourful" characters inside the Facility; once he's had enough, he should race off in terror, lest he find himself thinking that the researchers actually make sense...

Next, Rincewind has to head over to the fallen ruins of the Fools' Guild building, the one blown up in the introduction. The sewer entrance is here amongst the rubble – probably as a disposal chute for unwanted gags. Rincewind can enter the sewers here, and find the grate over which the girl is standing. From here,





Rincewind can ***use*** the bellows to blow air up through the grate, dislodging some of the glittering sequins and causing the Milkmaid's dress to billow[2] upwards.

Having collected the glitter, race Rincewind off to ***give*** the glitter dust to the Archchancellor, then telephone all your friends and let them know just how far you've gotten into the game. People want to hear this kind of information – I swear!

---

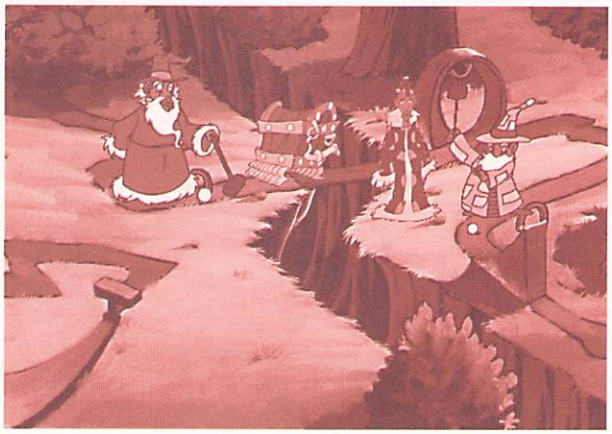
2 In fact, a billow is a large sea wave. However, the word has suffered badly as a noun by not being nearly threatening enough. "We were nearly capsized by a billow" lacks the excess of "we were nearly capsized by a tidal wave". Consequently, it has more or less retired as a noun and moved on to being a verb, which gives it better conjugational rights.

Three Pieces of Wood

The first quest is done. Rincewind can now take a ten-minute smugness break before descending back into the maelstrom.

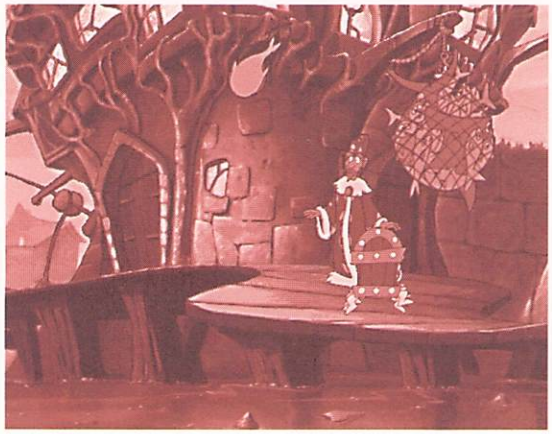
For his next quest, Rincewind needs three pieces of wood, all of equal length. Now of course, normally Rincewind would just head off for the lumberyard or local hardware store. However, it seems unlikely that any aspect of Rincewind's life could be made so peaceful and uncomplicated. Perhaps it's best to simply do things the hard way in the pathetic hope of storing up some good luck for later on, when it might actually be needed.

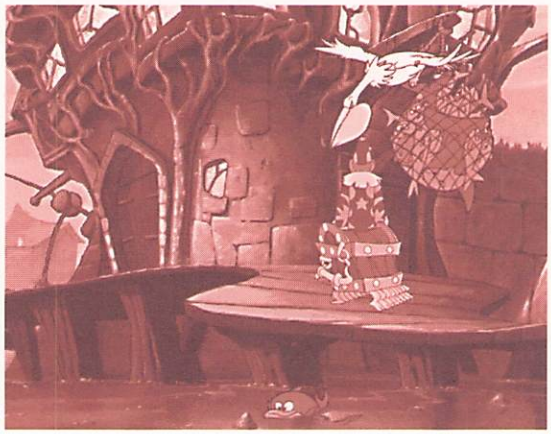
If Rincewind goes into the University Garden, he will discover the Bursar, the Dean and the Librarian, all chewing up the animation budget by playing croquet. The handles of the mallets are just the things Rincewind needs. (Well – face it – they're the only things the game will let him use. Do you know how long it takes to program these things?)



In the interests of keeping his cushy job, Rincewind has to avoid annoying his superiors as much as possible; simply stealing the mallets might result in his being ejected from the University and actually having to make a living somewhere. He must therefore swap the mallets for some nearly undetectable substitutes. A good starting hint might be to think of the croquet scene in *Alice in Wonderland*.

The first likely candidate for swapping can be found in the Wandering Shop. Don't worry if this shop changes position on the town map. After all, it has to be called a Wandering Shop for some reason. After speaking to the strange old Shopkeeper for a while, just ***take*** the stuffed flamingo. She will let Rincewind have it. We make no apologies for the cheap D&D gags. They're

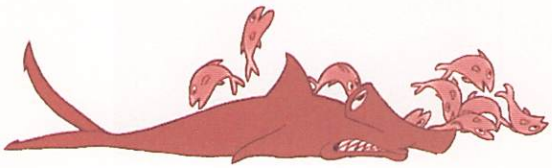




viewed as being in very good taste in proper circles! As long as you're in here, have Rincewind ***take*** the stuffed fish as well. He'll need it in a moment.

The wading bird (poor foolish creature) can be found waiting patiently at the side of the docks. The usual fate of any animal stupid enough to touch the Ankh-Morpork river apparently doesn't faze it; Ankh-Morpork river is usually sold by the slice, and then only as a substitute for terracotta. In any case, Rincewind will need the stuffed fish from the Wandering Shop which can be ***used*** on either the bird or the water to attract the bird's interest. The bird will make a dive for the fish, hit the river, and knock itself out cold, allowing it to be collected with ease[3].

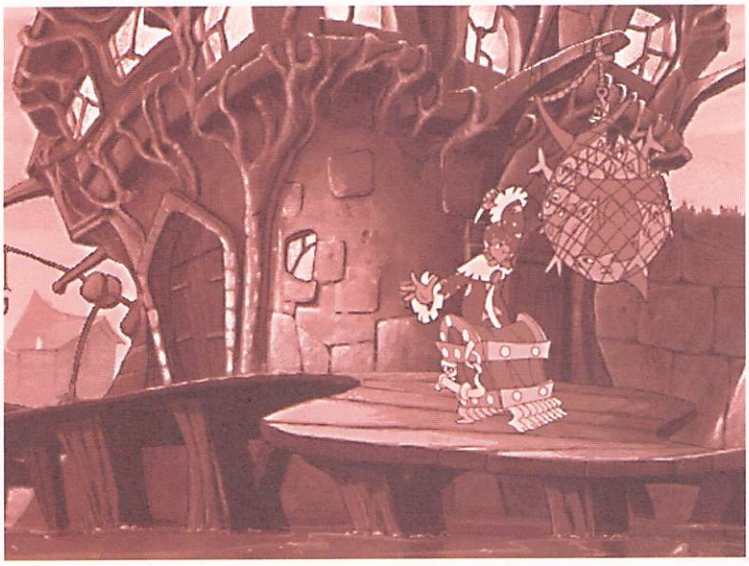
3 Common sense might suggest that the bird would know better than to dive headlong into the Ankh. However, sense (whether common or rare) is not a good guide to how the Discworld will behave. In fact, the wading bird's actions are similar to the activities of the Lancre Suicide Thrush, which is known for dive bombing into snails from a great height. The fact that the Suicide Thrush manages to breed is further testament to the scarcity of common sense on the Disc.



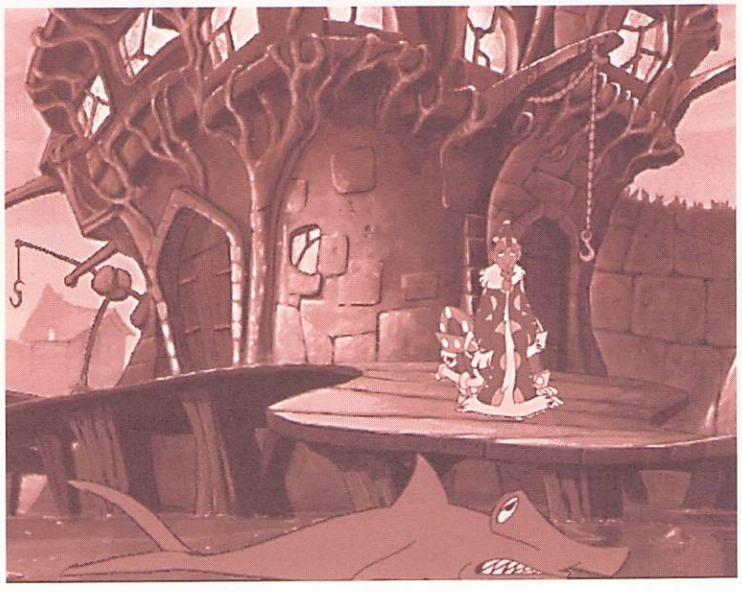
While at the Docks be sure to ***inspect*** the net full of fish carefully. You will notice a hammerhead shark. It vaguely resembles a croquet mallet. How it got there is anybody's guess[4]. Now go back to the Town Map and from there to the Shades, where near the left edge is a door leading into the Mortuary.

In here, ***look*** in the slops trough (don't ask – just don't ask!) to find a knife. ***Take*** the knife, return to the docks, and ***use***

4 It is not recommended that you eat any fish during your stay in Ankh-Morpork; there's so much mercury in the water table that on hot days the fish grow taller.



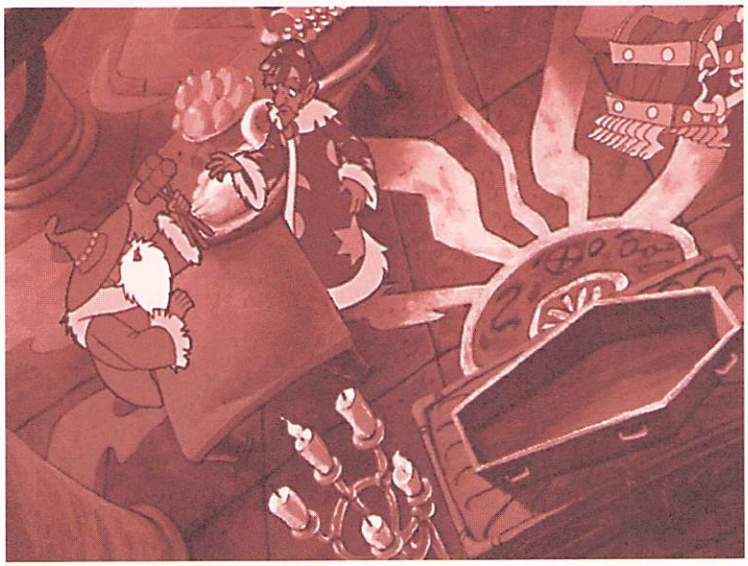
the knife to cut the fishing net. The hammerhead shark will fall to the river surface. It is, of course, incapable of swimming in the filthy muck, and is more than a little stunned. ***Retrieve*** the shark, and Rincewind now has the three "swap" items he requires to collect the three croquet mallets.



Return to the University Garden (yes, we know it's a long way – but at least you get to look at all the pretty screens. The art department thrives on this stuff!). Once in the garden, Rincewind can hover around behind the three croquet players, and ***use*** the flamingo, wading bird or hammerhead shark on the three characters. He will then be able to perform a near-perfect substitution. It's important to get the

aesthetics right, however: the Bursar will look best with the hammerhead, the Dean is clearly a pink flamingo kind of guy and the Librarian looks positively cosmopolitan once armed with the wading bird.

Now, race the mallets back to the Archchancellor, and another quest is done!

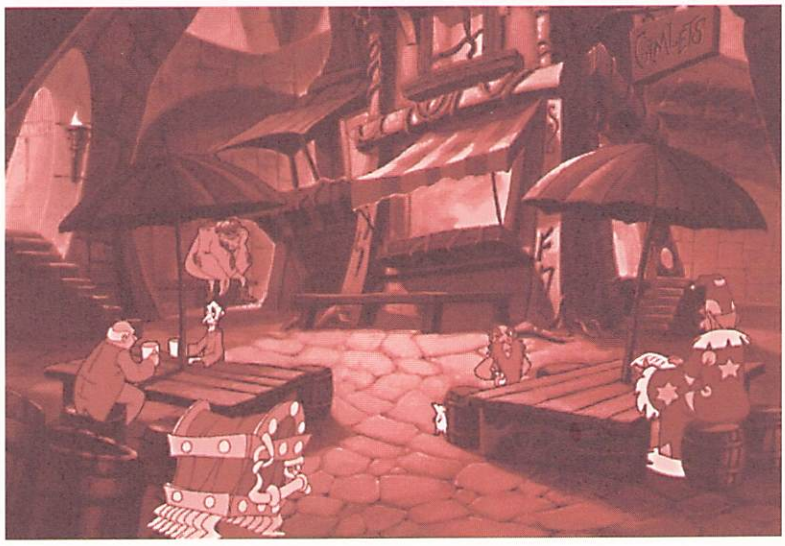


4ccs of Mouse Blood

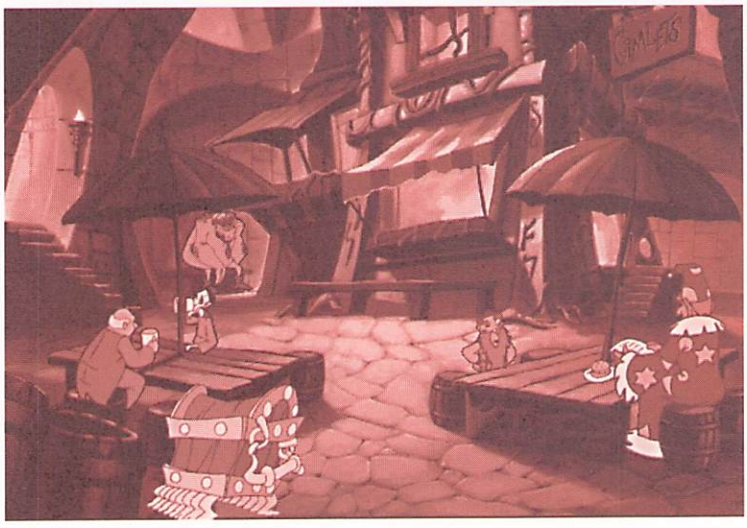
Essentially a disgusting quest, and one that Rincewind would normally go to any lengths to avoid. Rincewind managed to avoid all those horrid, grisly, rodent-butchering lab practicals during his early schooling days[5] – so he is hardly the best man for the job.

A good starting point for this quest would obviously be to find a mouse. To accomplish this, Rincewind has only to take himself to Gimlets, a restaurant that is to *haute cuisine* what Kamikaze squadrons are to air safety regulations. The entrance to Gimlets can be found to the far right of the Shades. Once here, Rincewind should take a seat at

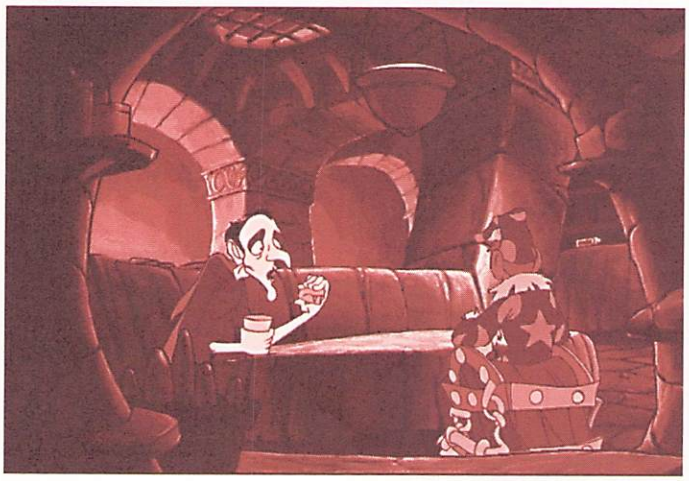
5 This was not so much out of squeamishness, but out of the suspicion that the sheer proliferation of rats and mice in the world might make it a grand idea to be on their good side.



the right hand table. Have a quick read of the menu before ***talking*** to Gimlet himself, to have him come over and take Rincewind's order. After chatting to Gimlet for a short while, order a mouse burger, extra rare – and for Offler's sake, don't let Rincewind accidentally eat it!



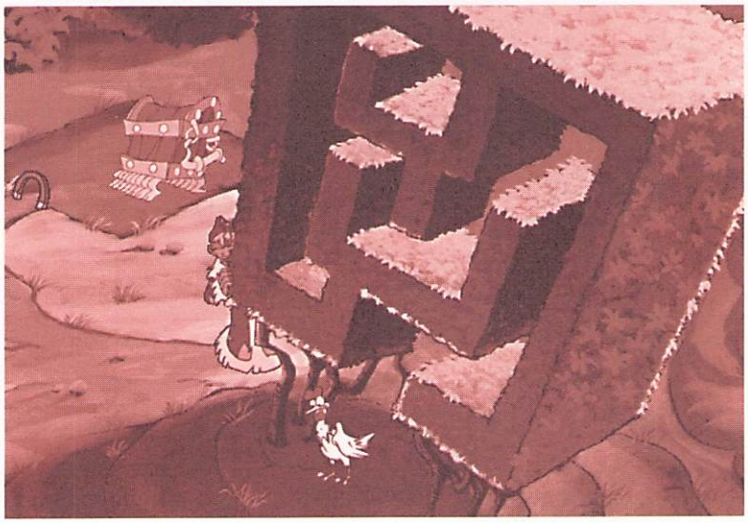
Now that Rincewind has a mouse, he needs some way to extract its blood[6]. In the Troll's Head bar, which can be found in the centre of the Shades, a vampire sits drinking away his sorrows. If Rincewind ***talks*** to the vampire, not only is blood mentioned, but we find out that the vampire has false teeth. A good clue if ever one was needed. If Rincewind has visited the cemetery, you may have noticed a crypt containing a coffin, with a glass of water nearby. This is where the vampire sleeps during the day. It's a fair

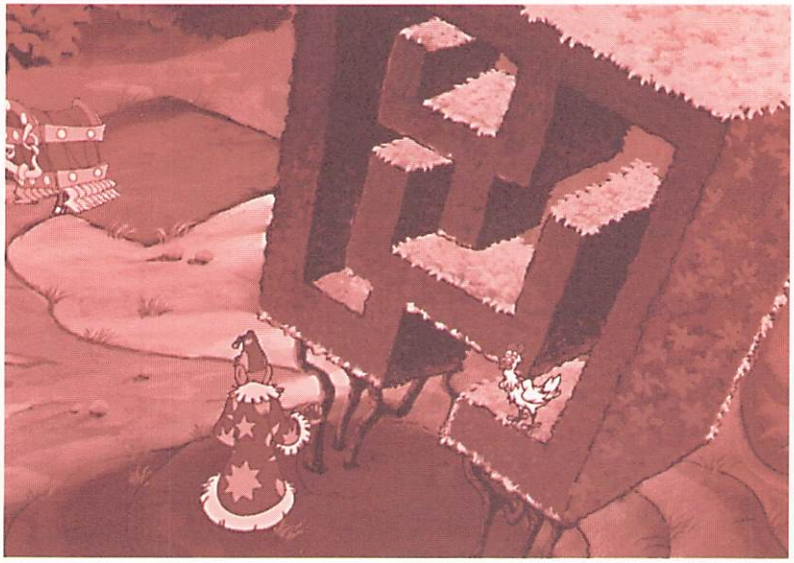


6 For those folk who feel really icky about this, just remember that since nothing can die at the moment, the mouse will be perfectly unharmed by this procedure. Perfect Entertainment have in fact had a specialist stunt mouse flown in from the USA, where he has recently been auditioning for the next Anne Rice film.

guess that he leaves his false teeth in the glass beside his coffin. When dawn approaches, he will go to bed in the cemetery. Since time is of the essence, Rincewind can't wait for dawn. He has to convince the vampire that dawn is on its way.

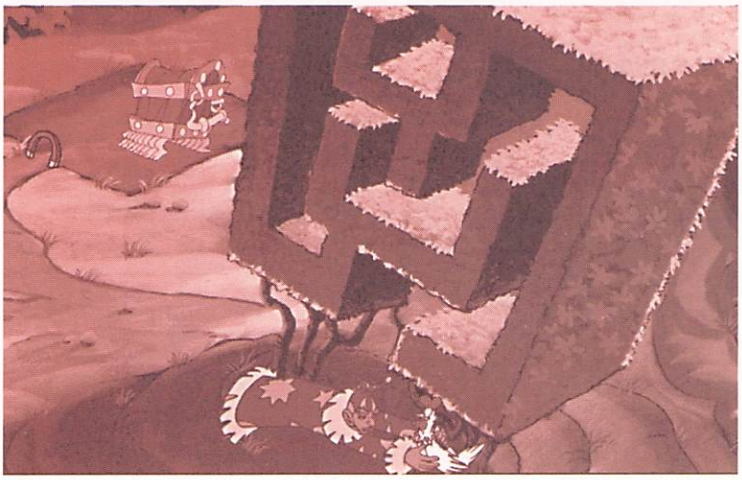
The obvious way of convincing him is to get a rooster to crow, and sure enough one can be found in the University Gardens, on the maze to the right.

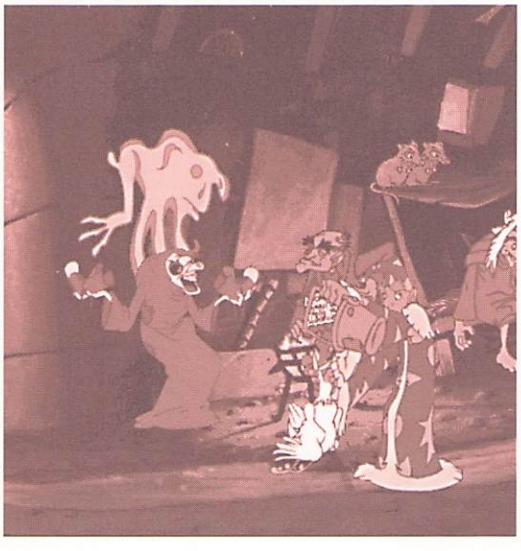




However, something is needed to lure him down from his perch. "Cut-me-own-throat" Dibbler sells do-it-yourself popcorn outside the Odium Clickie Theatre. With a due sense of weariness and dread, have Rincewind go to Dibbler and purchase some corn. *Just* corn. No real estate – no miracle cures. Do not accept lottery tickets or perpetual motion machines. Just the corn. Buy it, then run like hell before he tries to sell Rincewind something more. Unfortunately, if Rincewind attempts to use the corn to capture the rooster, he will discover that it is just too agile. If only he could drug it...

Have Rincewind go to the Troll's Head and ***buy*** a drink – but for god's sake don't imbibe! Save it for the rooster, and let the animal rights people figure out the blame later on! ***Using*** the drink on the corn will create alcoholic grain (your best treat for a great new breakfast!). Now go to the garden, and have Rincewind ***use*** the corn on the rooster. The inevitable outcome allows Rincewind to grab the little sot before he can get away!





Rincewind could take the intoxicated rooster to the Troll's Head and ***use*** it on the vampire, but its drunken crow just doesn't sound convincing enough. Rincewind should go back into the Shades, this time looking on the right until he finds the beggars who will regale Rincewind with colourful, award-winning conversation. The pot in the centre, he should find out, contains coffee, and ***using*** the rooster on the coffee pot will sober the rooster up so it can crow[7]. (See? There's a price to be paid for debauching livestock in this here town!)

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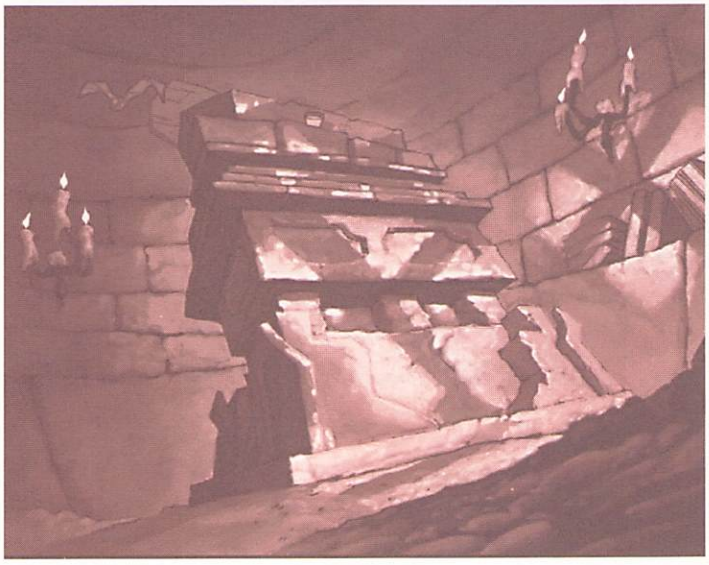
7 Rincewind apparently does not share the same qualms about assaulting poultry as he does about damaging rodents. This is possibly because chickens' days are spent scratching for invertebrates in the dust, whereas rats and mice gather in the wainscoting in silent little hordes and watch everything that human beings say or do.

Now, when the sober rooster is ***used*** on the vampire in the Troll's Head, the rooster will crow with some gusto. The vampire will hear the crow, decide that it's time for bed, and head off towards the cemetery. However, if Rincewind were to follow the vampire to the crypt in the cemetery, he would find that the glass with the false teeth is too high up for him to reach. He needs something to help him get up to the top of the crypt.



By the bar in the Troll's Head is Casanunda, the world's second greatest lover. ***Talk*** to Casanunda and ask him about ladders. Being vertically challenged, he has a ladder – but he needs it

for his ongoing crusade to violate every woman on the Discworld. He will swap the ladder for the name of a woman who is close enough to the ground for him to reach. Rincewind should have already seen Granny Weatherwax (a witch, as we will later learn) in the Mortuary; if so, he can give her name straight to Casanunda. If he hasn't, then whip into the Mortuary, ***look*** at the body on the slab (the one with the sign reading "I Ate'nt Dead"[8]), and then return to Casanunda. Rincewind should now be able to give Casanunda Granny's name, and he will receive the ladder in return.

8 It is widely known that witches rarely acknowledge anything so definite or binding as a law – even natural laws, such as gravity. It comes, therefore, as no suprise to see that spelling and punctuation are entirely optional to Granny Weatherwax.

Under normal circumstances, Rincewind would avoid going into the cemetery at night. This is not just a "quirk" – it is an ingrained survival instinct. Unfortunately, the frenzied desire to keep his job is overriding basic common sense. Take Rincewind to the far right of the cemetery and enter the crypt. You can now ***use*** the ladder to climb up and reach the glass of water containing the vampire's teeth. ***Take*** the teeth, and run!

Having put off the grizzly act for far too long, Rincewind must now bite the bullet, or at least the mouse.

Once Rincewind has come to terms with his guilt[9], all that is left is to measure exactly 4ccs. Fortunately, a test tube can be ***swiped*** from the High Energy Facility of Unseen University. Go into the facility, and wander over to the machine on the left. Rincewind can ***take*** the test tube he finds there. This will unfortunately break the machine, but don't worry about the escaping ants: it's all part of the fun later on!

Finally, Rincewind can ***use*** the bloody vampire false teeth on the test tube to measure exactly the right amount of blood and then rush it off to the Archchancellor before anything else can happen!

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9 This will take exactly as long as it takes for him to confirm that he's still alive.

Dribbly Candles

Really good, dribbly candles are a must for proper sorcery. Apparently, these are the kind of candles no wizard can live without – but that no wizard stocks in his tool box, either[10]...

Go back to the Wandering Shop. On the shelf above the counter can be seen

10 Non-wizards often wonder why it is that, given the number of material components wizards need for their spells, they don't just stock up in advance. However, since no supermarket chains or corner shops exist for the easy purchasing of such arcane objects, acquiring material components inevitably requires a lot of effort. Since avoiding physical exertion is the sole reason most wizards learn magic in the first place, the casting of most spells requires a long and pointless quest to acquire the ingredients – a quest usually delegated to somebody else.

some candles, but after ***looking*** at them and then ***talking*** to the Shopkeeper, it becomes apparent that these are for show only. However, she will promise to make candles if Rincewind can acquire some spermaceti, or alternatively beeswax. Since no-one seems entirely sure what spermaceti[11] is, beeswax seems a likely alternative.

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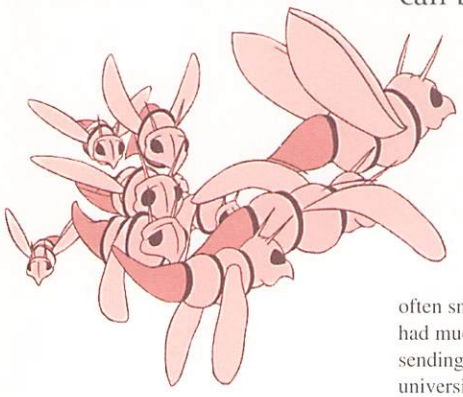
11 Despite rumours to the contrary, it is not a form of pasta but actually an oily residue collected from the heads of whales. The origin of the name is left as an exercise to the reader.

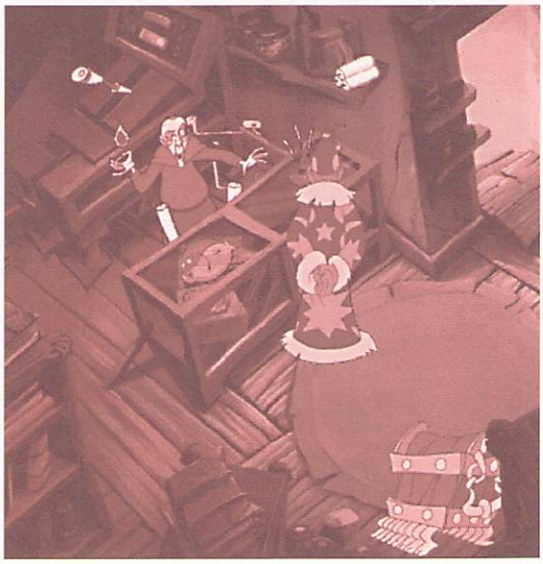
There is a bee hive in the University Gardens, guarded by a beekeeper – a strange, sad little man with a very dubious fixation about queen bees. ***Talk*** to this gentleman about bees and he will tell Rincewind what is needed to work the hives. However, before Rincewind can tamper with the hives, he must get rid of the beekeeper. Now, the beekeeper is obsessed with bees. In fact he wants to tell the whole world about bees. What better way to get rid of him than talking him into going off and making his own film on the subject? Brochures on do-it-yourself clickies (the Discworld equivalent of movies) can be found in the hands of "cut-me-own-throat" Dibbler, outside the Odium. If

Rincewind ***questions*** Dibbler (use the ***Sarcasm*** dialogue) about the clickies, he will be given a brochure about it. Then go to the garden and ***give*** the brochure to the beekeeper, causing him to run off with big plans.

However, Rincewind cannot just take the wax: he must protect himself from the bees[12]. He will need some form of head protection or veil. In Mrs Cake's shop, which can be found to the left of the Shades, can be found a mannequin in a petticoat. Trying to ***take*** the petticoat will cause Rincewind to tear part of it away, which can be used as a veil (don't worry – Mrs Cake can see it coming).

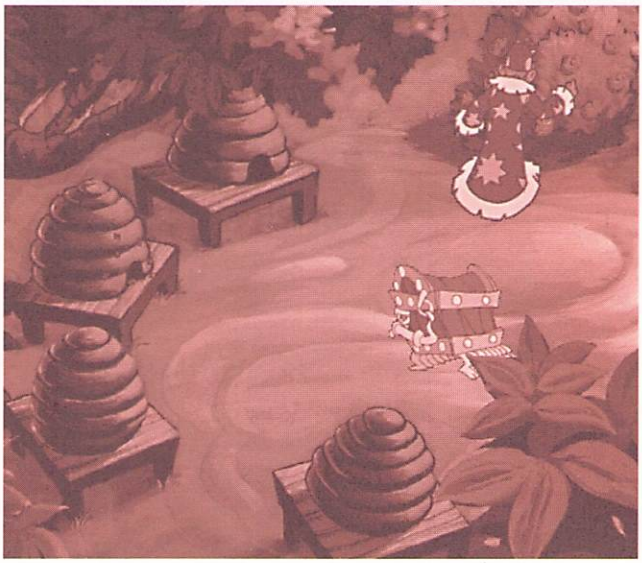


12 Bees are strange little creatures. Somehow, the queen bee convinces everyone else to go out and do the work, while she lounges about in a nice warm hive guzzling honey and having a good time. Rincewind has often snorted in superior amusement at the stupidity of insect evolution. He has not had much time to examine the problem, however, since the Archchancellor insists on sending him on all these countless errands while the Archchancellor stays back in the university, drinking hot chocolate and eating custard buns.



When the time comes, standing in front of the hives and ***using*** the veil on Rincewind will cause him to put it over his hat to protect himself.

Rincewind will also need some smoke. Sticks of incense can be found on the counter in the Wandering Shop, and matches to light them can be found in the Troll's Head. ***Use*** one on the other to get some lighted incense. ***Using*** the veil on Rincewind and the lighted incense on the hives will get rid of the bees. Rincewind is now free to ***take*** some wax from the hives – but if he takes it back to the Shopkeeper, he will find the resulting candles just aren't dribbly enough. The Shopkeeper suggests making the bees drink a lot of water might do the trick.



There are all sorts of ways to make bees sweat; some of these are illegal, and almost all of them are dangerous. But there is one good, wholesome technique that the censors will let the game designers get away with. To make bees sweat, Rincewind must dose them with something suitably hot.

This can be found on the table in Gimlets: chilli powder. Simply ***take*** it. For the Great Wyrm's sake, don't eat any of the food! Chilli powder is used in a frenzied attempt to dull the taste of Gimlet's interesting fruit desserts[13].

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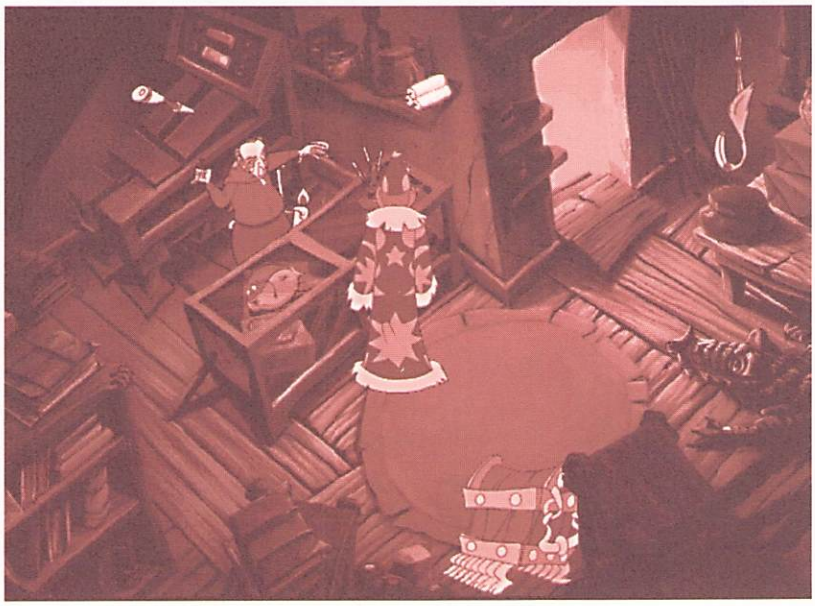
13 Gimlet's culinary services have received a variety of recognition about the Discworld. His "finger foods" have won prizes both from the war council's biological weapons division and from the propaganda ministry. Many invasion attempts have been forestalled simply by sending representatives of enemy armies samples of Gimlet's "Banana and cockroach cream pie".



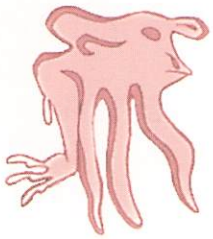
The only problem is how to get the bees to take the chilli powder, since sprinkling it on the hives isn't going to achieve anything.

The solution rests in the fact that the bees keep visiting flowers in the gardens. ***Use*** the chilli powder on the flowers to dose the bees with chilli, and cause them to sweat quite appreciably. The wax now becomes dribbly, and giving this to the Shopkeeper allows her to make suitably dribbly candles.

Give the candles to the Archchancellor – and prepare for the last quest in the first Act of the game!

A Vile Smell

Yet another item that is not strictly needed for the rite of AshkEnte – but which Rincewind had better find if he wants to secure another year's tenure from the Archchancellor! Now, if Rincewind has been to see the beggars in the Shades, you will have noticed that this game actually has a vile smell, the one which hangs around Foul Ole Ron.



Look at the smell for a while, perhaps it may remind you of other insubstantial beings such as a Genie. This is a clue to how to catch it.

All in all, this seems like a rather unpleasant little quest...

The first problem is that the odour is too insubstantial to be held; some kind of container is needed. A Genie bottle can be found in Mrs Cake's shop. However, Rincewind can't just take it, you need to ***look*** at it first and then ***talk*** to her about it. This is made difficult because she has the power of

precognition. Rincewind will have to find some way of telling Mrs Cake to turn her power off, otherwise talking to her is virtually impossible[14].

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14 Actually, dealing with Mrs Cake under most conditions is virtually impossible. Some spiritualists are Mediums: Mrs Cake is best thought of as a Small – although she makes up for her size by carrying on conversation enough for a woman with ten times the normal ration of tongues.

The secret is to find the correct order of conversation: if you make a mistake, Mrs Cake complains that you're giving her a headache. The correct solution is: ***Sarcasm***, ***Question***, ***Muse*** and ***Greeting***. Mrs Cake then switches off her precognition and it's possible to talk to her normally.

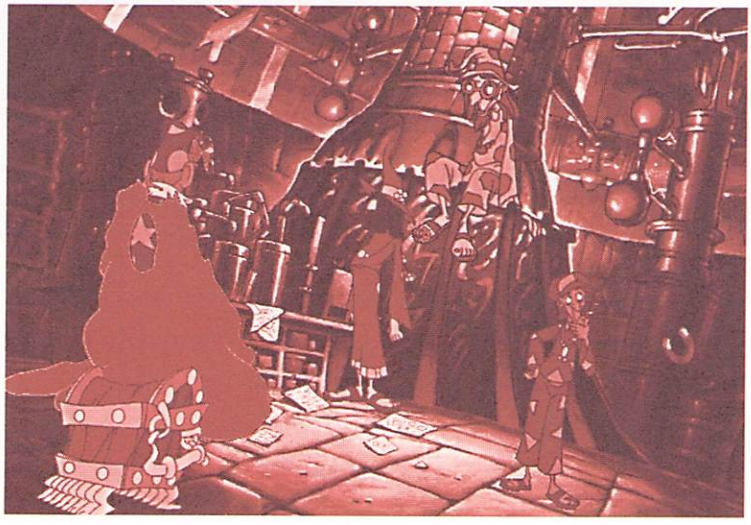
Once finally convinced to speak in a calm and rational manner, ask Mrs Cake about the Genie bottle (remember to ***look*** at it first), and she will announce that she is willing to swap the Genie bottle for some ectoplasm[15]. She says that you can get ectoplasm by wringing it out of ghosts, which is a clue as to what to do next. The only ghosts that can be found are the spirits of the Jester and Chucky from the original *Discworld* game. They can be found at the Fools' Guild, flying about above the rubble. They were blown up at the start of the game

15 This substance is reputedly given off by mediums during a seance, ghosts when sufficiently dizzy and any member of the Ankh-Morpork city guards after a heavy night of drinking.

by the assassin's bomb. The only problem is, they cannot leave the bricks and mortar of the guild.

However, if you carefully ***look*** around in the rubble, you will find a brick. Now surely this brick is part of the bricks and mortar of the guild, so presumably the Fool and Chucky can haunt it. Hence by ***using*** the brick on the Fool, he can be convinced to haunt it. He and Chucky will consequently enter the brick, which can then be carried. Having acquired some ghosts, you now need a way of wringing the ectoplasm out of them. Astute players may already have seen just the machine to do the job.

Take the haunted brick to the High Energy Facility and ***use*** it on the thaum accelerator, the giant machine in the centre of the room. The ghosts will be spun rapidly around and around, like in a washing machine, and ectoplasm will result (Note: we never said that collecting ectoplasm was going to be pretty!)



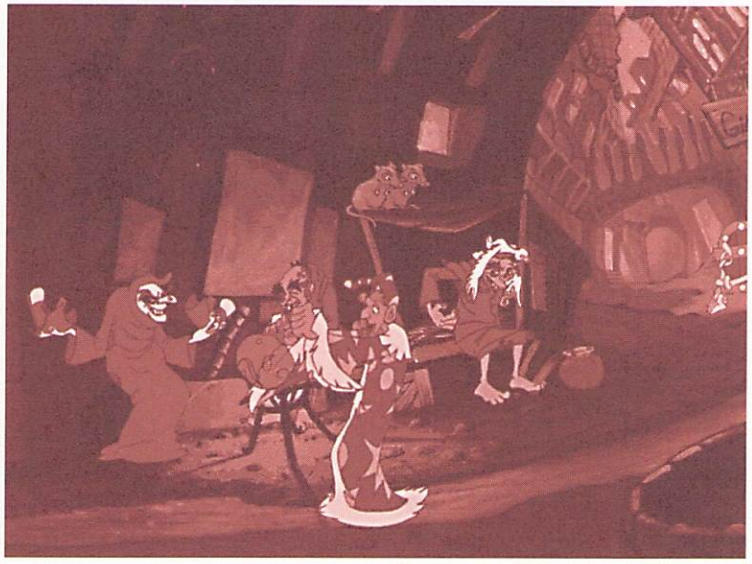
Whilst Rincewind is inside the High Energy Facility, he might as well kill two birds with one stone and ***take*** a magnet from the research students' equipment stores. He'll need it for the next step in the quest. ***Use*** the ectoplasm with Mrs Cake to exchange it for the Genie bottle.

Now you have the Genie bottle, the problem is how to get the Vile Smell into it. You need some bait. ***Talking*** to Foul Ole Ron will reveal that the stench (an entity in its own right) has a fetish for footwear[16]. Some suitably smelly boots seem to be the order of the day. Go into the University Garden and walk to the far right, beyond the maze and past the compost heap. Here you should find an imp up in the dovecote. ***Talk*** to the little beggar and listen to his song. (Hey – how many games come with their own hit singles?) His song makes it quite clear that he is very smelly, and what's more he has a little pair of boots on. When Rincewind's had enough of the little twerp, he can move on to

16 This was not my idea! Fetish references are cheap, tacky – and I would have written something about Pony girls anyway.

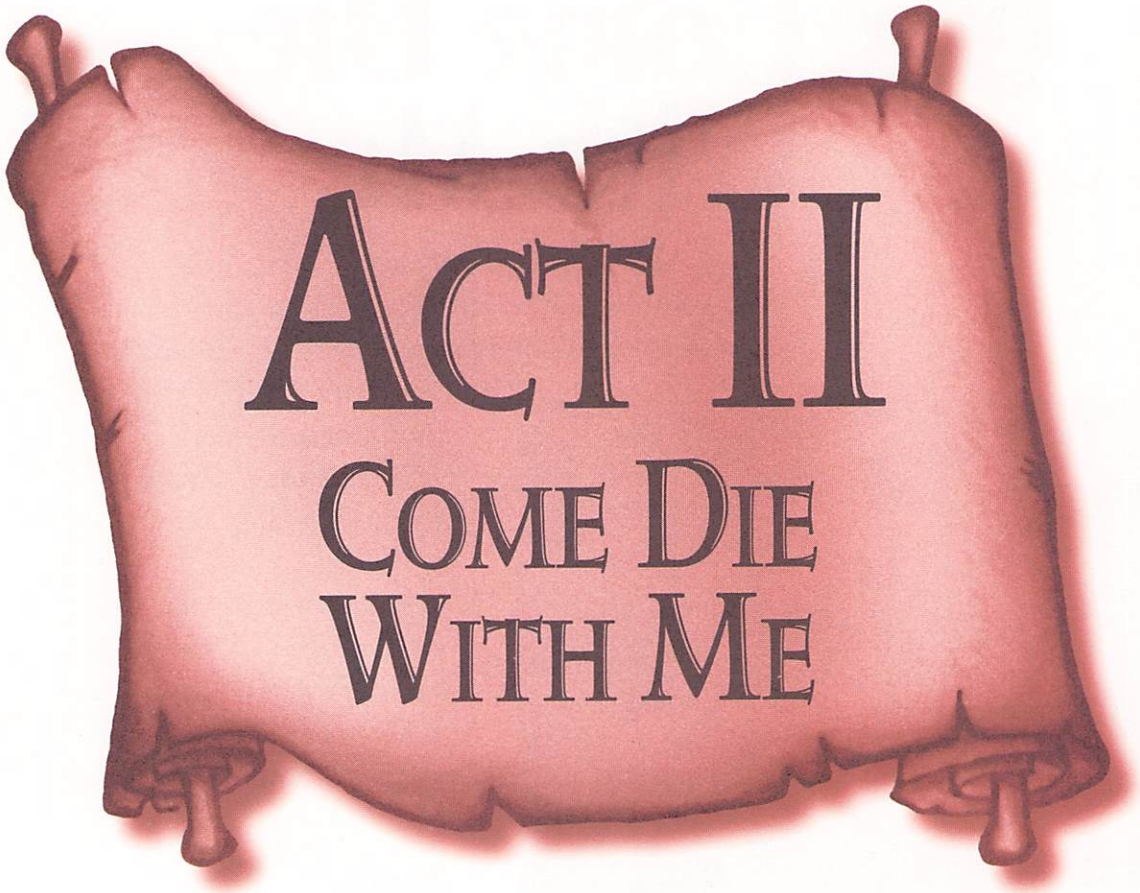
trying to take the boots. A ***look*** at the imp will reveal that the boots have metal soles. ***Use*** the magnet with the imp to pull off his boots.

Finally, ***use*** the boots with the Genie bottle and head back to the beggars in the Shades. ***Using*** the now baited Genie bottle on the stench causes it to come forward and investigate what is going on, and



as soon as it is inside Rincewind corks the bottle – and the stench is trapped!

Take this mystic treasure to the Archchancellor – and it is time for the ritual of AshkEnte! For all your efforts you will be rewarded with an all-singing, all-dancing magic ceremony, not to mention, of course, the long awaited appearance of Death!


ACT II
COME DIE
WITH ME

Act II - Come Die With Me

Upon summoning Death, it is obvious that the layabout has lost his memory! He is on holiday in the mystic land of XXXX[1], and has absolutely no inclination to get back to his usual affairs.

Typical.

Rincewind – lucky little sot that he is – wins the booby prize. He is to go to XXXX, find Death, and get him back on the job.

1 Even the least educated player should recognise that XXXX bears some uncanny resemblance to Australia. Australia has 25% of the world's total population of venomous arthropods and snakes; and remember, the tiles around the outside of Australian pubs are there for you to throw up against! Keep these facts in mind before you plan *your* next holiday.

Leaving Ankh-Morpork

If you head Rincewind to the Docks, you will see that there is now a ship there, but a conversation with the captain will reveal that the only people that can leave Ankh-Morpork at the moment are dead people. The town is officially a plague zone, and the city gates have been closed. Rincewind has probably managed to encounter the Dead Collector – a man who is adapting to the new situation of Ankh-Morpork's ambulatory corpses and offering holiday entertainment for cadavers. If Rincewind can secure a death certificate for himself, then he can cash in on this "once in a death-time" experience, and take a cruise ship for the sunny continent of XXXX.

Dealing with bureaucratic rat mazes seems to be a part of Rincewind's lot in life. In the end, it's easier to use bureaucracy's own twisted logic against itself, rather than fight a losing battle against the flow.

In order to acquire a ticket out of Ankh-Morpork, a death certificate must be shown to the Dead

collector (make sure you ***talk*** to him at least once). A death certificate can be had at the Mortuary – but only when Rincewind can convince the Mortician that he is dead! To convince the attendant of this, Rincewind must be able to withstand some tests – initially the test for breath and then the test for a pulse. To get the Mortician to carry out the tests, first ***talk*** to him and then ***use*** the empty slab. Once Rincewind is lying down, call the Mortician over by ***talking*** to him.

All sorts of magical spells could be used – but these are a lot of bother, and Rincewind would far prefer to take the path of least danger[2]. An additional problem is that whilst there are all sorts of magical

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2 The conservation of effort law states that the same effort must be expended to achieve a goal, no matter what path is chosen. Thus if a spell could create a fire, then the total effort expended to generate the spell would be exactly the same as that used to chop up the wood, lay the kindling, and then schlep off down to the shops to buy a packet of

spells that would do the trick, Rincewind doesn't know any of them. Consequently, a regimen of trickery and petty theft seems to be the best plan for a successfully faked death.

To test for breath, the Mortician will hold a mirror up to Rincewind's mouth to see if it will cloud with moisture. The trick here is that only a cold mirror will mist up, hence if Rincewind can heat the mirror before it can be used this test can be passed. ***Using*** the mirror on the Bunsen burner on the desk will successfully heat up the mirror. Then, ***place*** the mirror back on the bench. Gad! Physics at work. All this fun – and it's educational, too!

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matches. Magic allows the user to put some of the effort behind themselves at an earlier time, e.g. by studying for untold decades until the spells are memorised. What it makes up for with this convenience is counterbalanced by the danger of losing one's mortal soul to all sorts of unpleasant little demons from the Dungeon Dimensions.

To fool the attendant into thinking that Rincewind has no pulse, you must give Rincewind a false arm he can stick up his sleeve. Although several objects may seem possible for this job, the most arm-like object available can be found on the mannequin at Mrs Cake's. It cannot just be taken, however, you will need some way of separating it from the body.

A saw can be found to the far right of the Shades, just to the right of where the Duck Man[3] is sitting. ***Using*** this on the mannequin provides the wooden arm which can then be ***used*** on Rincewind when he is lying on the slab. The attendant will take the pulse of the false arm (I suppose he's not the kind of chap who normally encounters evasive patients), allowing Rincewind to pass the second test.

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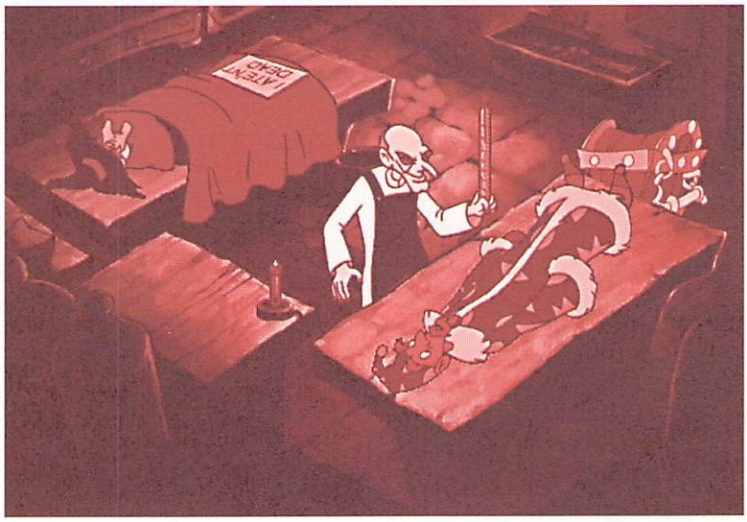
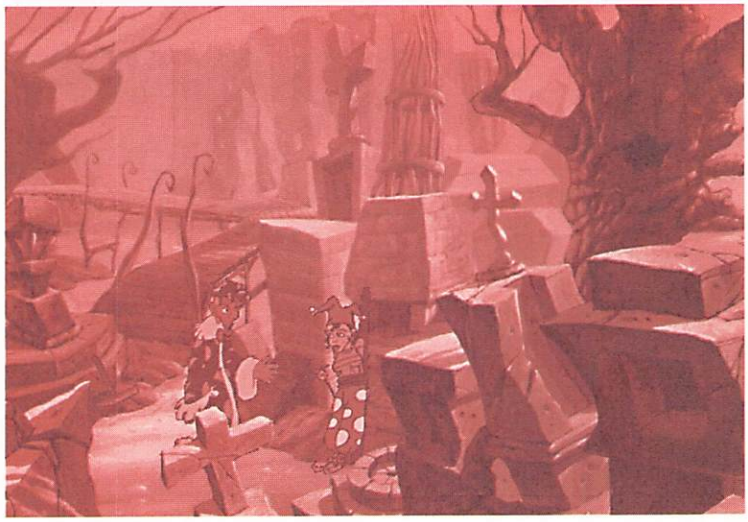
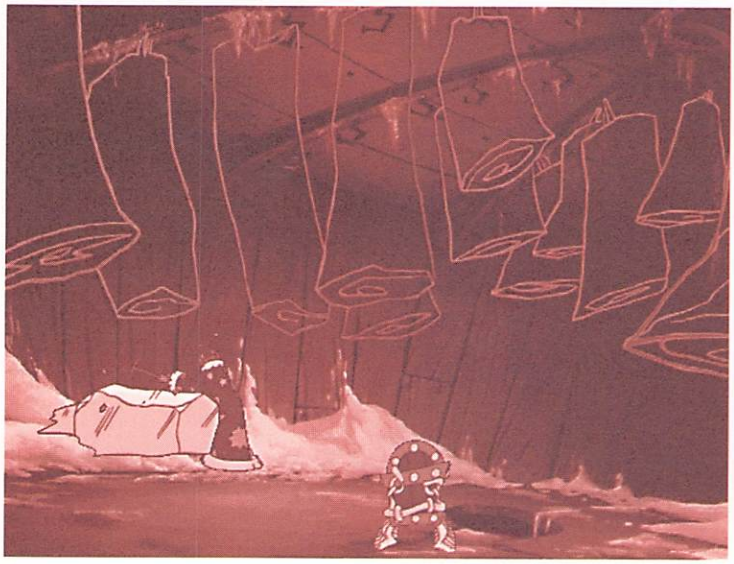
3 So called because he has a duck on his head. At least, everyone else thinks he has a duck on his head. The Duck Man knows he has no duck on his head. The duck's views on this are unrecorded.

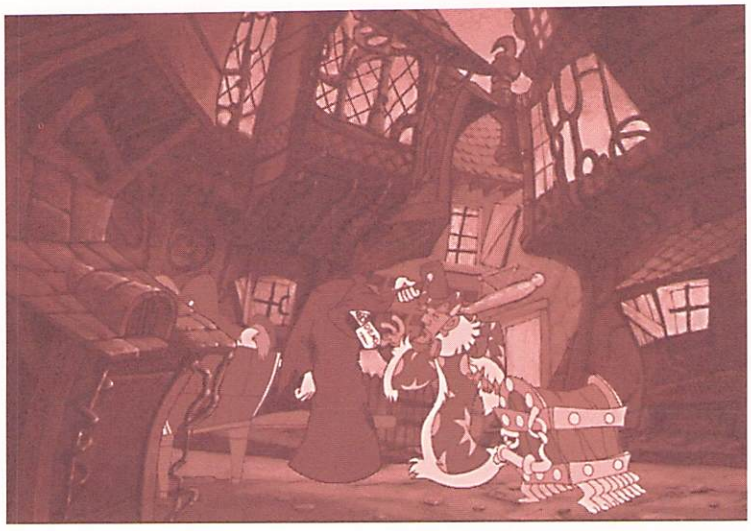


However – surprise, surprise – there is one last test. This is a very unpleasant body temperature test. Just the sight of the huge thermometer makes Rincewind cry like a baby. Rincewind must lower his body temperature. In the cemetery there is a pick propped up against a tombstone. If you take this to

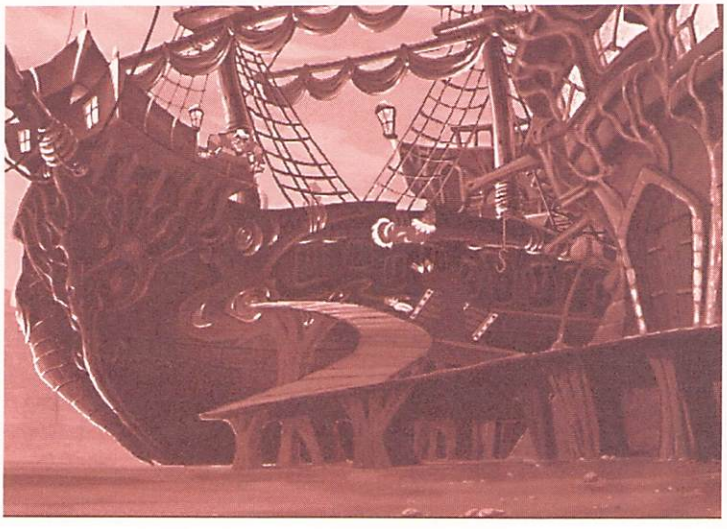




the Pork Futures Warehouse, which can be reached from the sewers, you will be able to ***chip*** off a chunk of ice. Then race to the Mortuary (ice will only keep for a little while before melting!). Heat the mirror if it is cold, ***climb*** on the slab, ***use*** the wooden arm with Rincewind and then ***use*** the ice on Rincewind, causing him to place it somewhere not particularly pleasant.



Don't forget – ***heat*** the mirror first, then ***lie*** down on the slab, ***use*** the wooden arm with Rincewind and finally ***use*** the ice with Rincewind, then ***call*** over the Mortician. These steps will allow Rincewind to pass the Mortician's tests. A death certificate will then be issued! Rincewind can report to the Dead Collector, ***use*** the death certificate with him, and then be dumped aboard a ship bound for XXXX.



Death, the Clickie Star!

Finally, Rincewind can leave Ankh-Morpork and proceed to XXXX. And of course, things only seem to go from bad to worse.

After a long and eventful sea voyage, Rincewind finally arrives at XXXX. When Death is found on sunny Bonedie Beach, he is very reluctant to come back to Ankh-Morpork. Death feels unloved and unappreciated. So Rincewind decides to turn Death into a superstar! What could be simpler? Rincewind must somehow change Death from a universal object of terror into a beloved celebrity – and the silver screen offers a glorious opportunity. Death must become a clickie star!

So, after a quick visit to see the newest clickie director on the block, Dibbler, Rincewind and Death end up in Holy Wood. Dibbler will have outlined a publicity plan for the great project. Rincewind can reacquaint himself with what is needed by ***talking*** to Dibbler at any time. He is in his director's chair at

the right edge of the Holy Wood back lot. To popularise Death, Rincewind needs:

1) **A gorgeous babe.**
2) **A catchy jingle and a band to sing it.**
3) **Some novelty merchandise (most important of all, says Dibbler).**

Some Novelty Merchandise

Novelties can be swiped from the novelty warehouse on the dockside in Ankh-Morpork. Unfortunately, this building has no doors or windows[4]. A hole must be smashed in one wall in order for Rincewind to enter. Hanging to the left of this wall is the hook which was holding the fish and hammerhead shark in the first Act. If something suitable could be hung on it, perhaps it could be swung into the wall?

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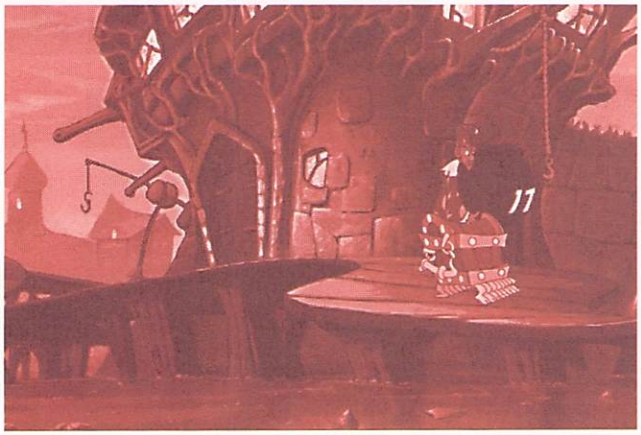
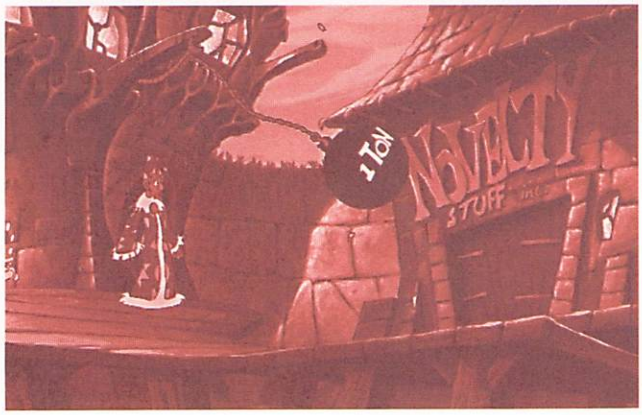
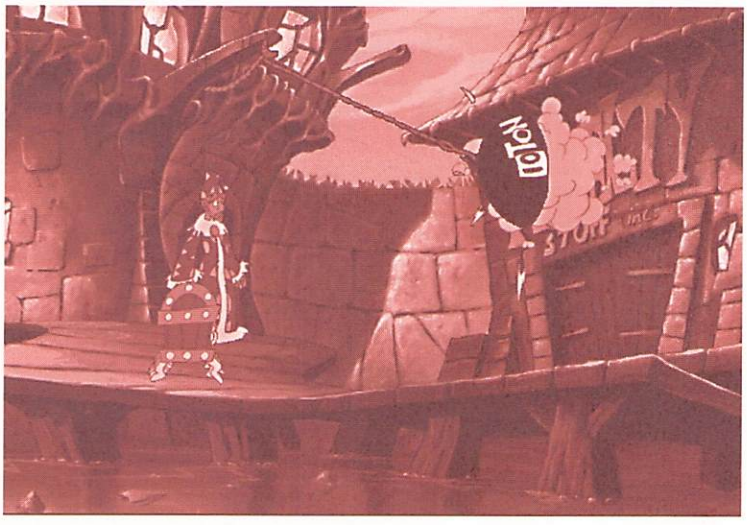
4 Just as eighteenth century Britain had a "hearth tax", Ankh-Morpork now has a "doors and windows" tax. It is believed, of course, that a peasant hovel will have but a single opening, serving as door, window, chimney and waste disposal outlet – but that the wealthy will have houses festooned with balconies, balustrades, skylights and tradesman's entrances galore. The net result has been just the reverse. The rich – who are rich because they are notoriously tight fisted when it comes to giving governments any money – ruthlessly limit the numbers of holes pierced into their houses. The typical upper middle class residence in Ankh-Morpork looks less like a country villa than it does a badger burrow. As a side point – dovecotes, with their hundreds of little pigeon holes, are taxed too highly for private ownership. The tax exempt University is a much resented exception.

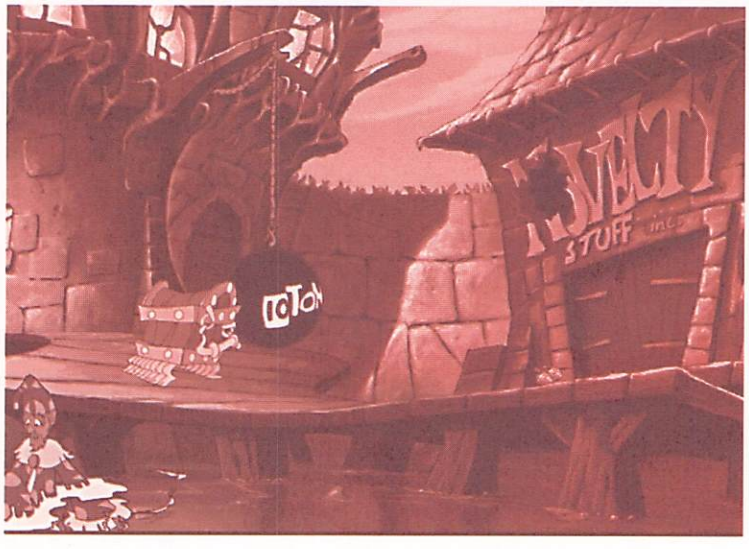
Have Rincewind trudge his weary way to Holy Wood. In the centre of the back lot there is a mailbox, and near the mailbox a one-ton weight for the ***taking***. ***Using*** the weight on the hook and swinging it causes a little damage, but not enough to break down the wall.



Back in Holy Wood, there is a number "10" stuck clumsily onto the mailbox. Rincewind should ***take*** the sticker and run back to Ankh-Morpork! By now, even Rincewind should be getting the idea:







Using the "10" with the weight gives you a ten-ton weight[5] after which you just need to ***use*** the weight to swing it against the wall, and break an entrance through into the warehouse. A secret store of little Discworld snowstorm novelties are now Rincewind's for the taking!

---

5 Whilst this may seem hopelessly at odds with the laws of physics, you should remember that anything is possible through the miracle of Holy Wood. You will believe a man can fly! You will believe that a sticker can decuple the mass of an object! You will believe that the clickie was good because it had lots of explosions and great special effects (plot optional)!

A Gorgeous Babe

The next problem is to secure a "gorgeous babe". Obviously the same poor girl the game designers have been fixated on since the original game: the Milkmaid. She can be found inside her caravan in Holy Wood, which is to the far right of the back lot.

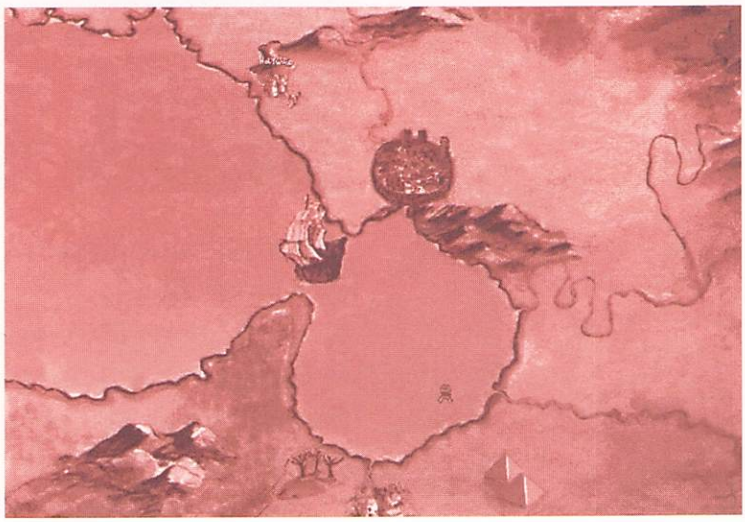
But to enter the caravan, Rincewind will need the key. After ***looking*** at the door to the caravan, Rincewind can con the key out of the troll by ***talking*** to the poor sap. He is about as intelligent as a bumper sticker. The right spurious logic will give Rincewind the caravan key,

allowing him to see the Milkmaid face to face. He will also see that the trailer was just a cut out, and he could have walked around, but you can't have everything. Once on the other side, he can ***talk*** to her – and find out that she will work on the Death publicity project if she receives a diamond as a bribe.

The troll security guard outside the Milkmaid's caravan not only provided the way to get to the Milkmaid, but can provide the object of her desire too! Not only are trolls as dumb as rocks – they are also equipped with diamonds for teeth. Coaxing the security guard out of his own choppers should be as much fun as stealing lunch money from school children! A good clue is to be found by

talking to Gimlet. As well as his usual dwarf cuisine, Gimlet has recently branched out into troll cuisine. This includes a tasty candy rock for dessert. Just the thing to make a troll's teeth fall out or at least encourage toothache. The only problem is that Gimlet is out of the stuff. He does mention, however, that Candy rock comes from only one place – the distant land of Djelibeybi.

Rincewind is now a much-travelled man of the world – with a ship and skeleton crew on call 24 hours a day. So go to the World Map, ***select*** Djelibeybi as Rincewind's target, and stroll off onto the shores of a very confused little country filled with sun, sand and stonings...



First, Rincewind needs to locate a supply of candy rock – that chewy, delectable treat that trolls (and dentists) adore. Find the Rockseller, who has a stall in Djelibeybi's red-hot shopping district. It can be found to the far left of Djelibeybi. ***Look*** at the candy rock and then ***talk*** to the Rockseller about it – and watch with dismay as a very dubious cloud of

women race off with his entire stock of candy rock. Fun, no?

These idiot women will only give up the candy in the form of ammunition at a stoning! Rincewind now has the dubious honour of trying to arrange a stoning. He will need a target, a stake – and he can thank his lucky stars that Death's on holiday!

To spark off a stoning, Rincewind will need a suitable victim – preferably an annoying one who actually likes being tied up to things (Rincewind is rather unlikely to actually overpower someone who has a gnat's chance of fighting back!).

Firstly, he must go to Djelibeybi's stoning area, which can be reached from an exit to the far left of Djelibeybi, and ***take*** the stake from the ground. With this securely stowed in the luggage, he should hop straight back to Ankh-Morpork.

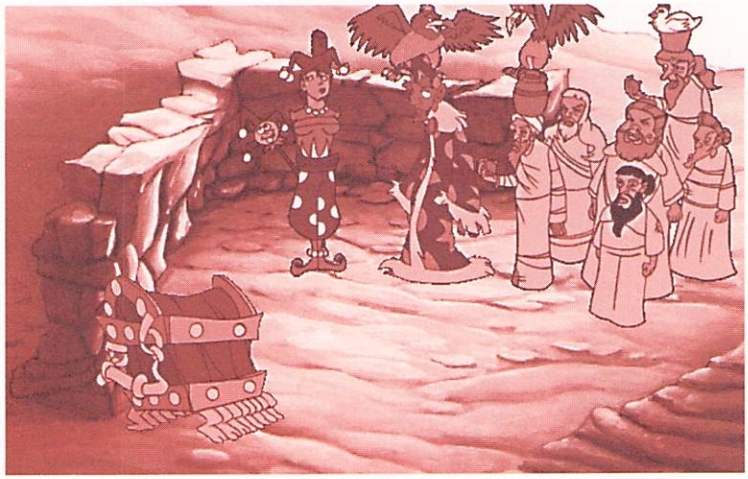
Somewhere in the city, the never-ending war against sexism and sexual destiny rages ever on. Unfortunately for the women's movement, the current "cutting edge" of women's rights is the Suffrajester[6] – a crazed loon who champions the cause of would-be comediennes by tying herself to any object that stands still long enough for her to tie a knot.

In the University Garden, the Suffrajester has tied herself to the dovecote as a protest. No one is quite sure

6 The Suffrajester represents the subtlest clue in the history of adventure games. The name comes from the prefix "suffra-", which comes from the Latin "suffragium", meaning "assistance", and the word "jester" which evolved from the Latin "gesta" meaning "deeds". Hence it should be obvious to even the dimmest idiot who holds a Degree in Classical Languages that the Suffrajester is part of the plot. Unfortunately, it is no help in telling you what she has to do with the plot.

what she's protesting against, but here she is, anyway. ***Use*** the stake from the stoning grounds in the University compost heap. Rincewind will hide, the Suffrajester will give the stake a longing look, and then she will tie herself to it. Rincewind can then grab the stake and toss it into his luggage.

Now Rincewind should return to the stoning area in Djelibeybi, and ***use*** the Suffrajester tied to the stake with the hole, planting her in the ground. As



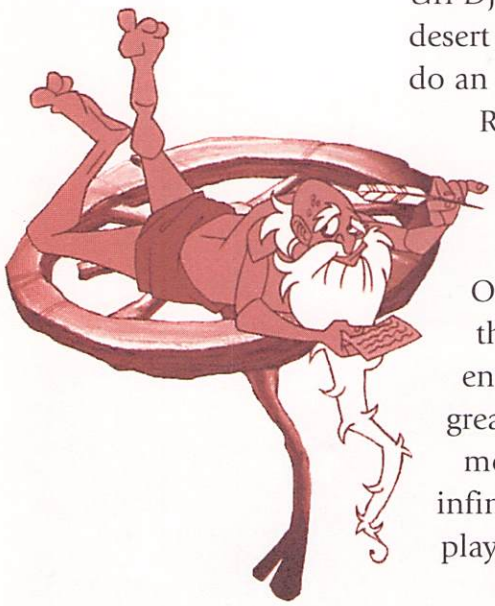
punishment for his sins, Rincewind will now be forced to partake in a grand little sketch which is a tribute to – nay, a celebration of – one of our hallowed voice actors (he'll have those days of yore hanging over his head for the rest of his life, folks!). The end result is that the Suffrajester will have fled, a suspicious group of women wearing beards will have had their stoning and Rincewind will have his candy rock... as well as a lovely collection of bruises and contusions.

Before you leave this scene make sure that Rincewind ***takes*** the rope from near the stake.

Return to the caravan at Ankh-Morpork, and ***give*** the candy rock to the troll. When he complains of toothache,

Rincewind should ***use*** the rope with the troll. Rincewind will tie the rope to the troll's tooth, then to the caravan door. A quick slam of the door and out comes the troll's diamond tooth. Just ***give*** it to the Milkmaid, and Rincewind has his babe! Rush up and ***use*** the icon of the babe with Dibbler.

A Catchy Jingle



If you enter Djelibeybi and have Rincewind ***talk*** to Uri Djeller, he will send Rincewind off into the desert to find a philosopher. After all, who better to do an advertising jingle than a philosopher!

Rincewind cannot enter the desert on foot. Go to Djelibeybi and locate the camel salesyard. Battle your way through the salesman's conversation, and then rent yourself a camel[7]. Once mounted on a camel, Rincewind can enter the desert, where, amidst the scenic wonder of endless dry sand and passing whirlwinds, the greatest sage of all time sits atop a cartwheel mounted on a pole and contemplates the infinite... in between cheating at card games played with his imaginary friend Angus.

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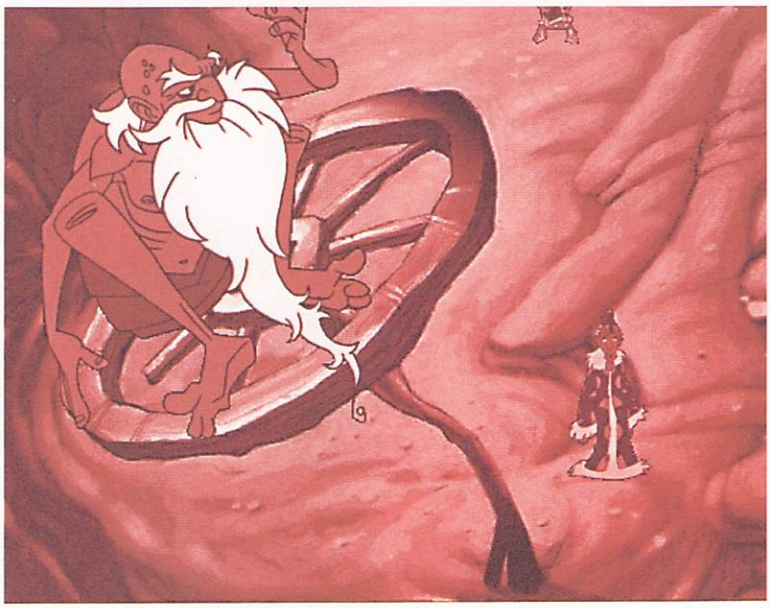
7 It has often been said that a camel is a horse designed by a committee. This is not quite true. A camel is a horse designed by a single firm, who apparently won the contract by putting in the lowest bid.

S.T. Ungulant (and his invisible friend Angus) are, of course, barking mad (by now, this phenomenon should be relatively familiar to everyone involved). ***Talk*** to S.T. Ungulant and he will agree to write the jingle to end all jingles – but he won't hand over the music until Rincewind goes on a quest.



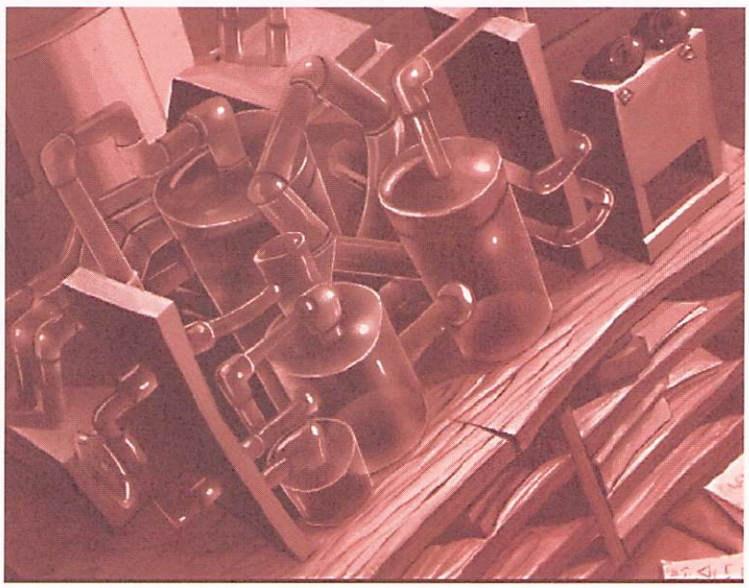
What a surprise.

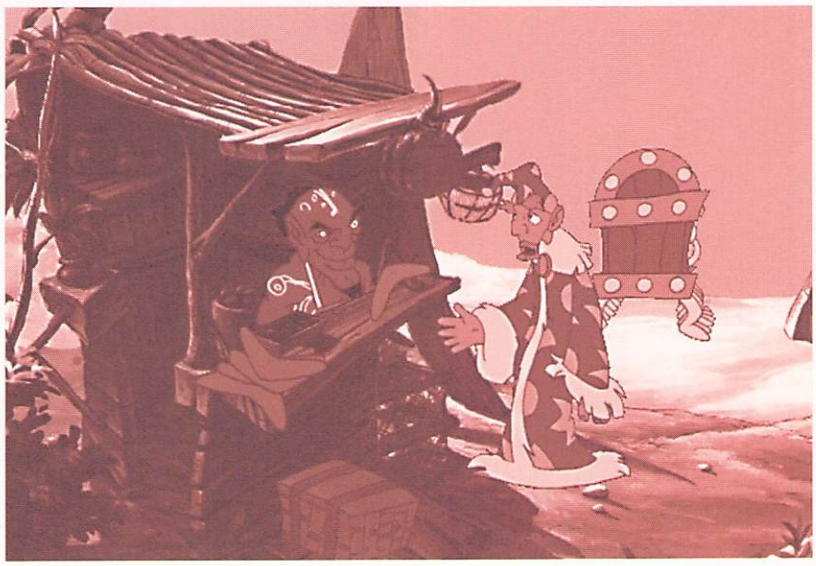
S.T. Ungulant wants the answer to the question pilgrims most frequently ask him. This is the answer to the ultimate question "Why?"[8]

8 Although this is widely accepted by philosophers and sages as the ultimate question, it has fierce competition from "What's for lunch?" and "Whose round is it?"

This answer can be had from the computing machine in the High Energy Facility at Unseen U. Sadly, Rincewind accidentally released the ants from HEX somewhere back in Act I. Rincewind must collect more ants for the machine.

An ant nest can be found to the far right of





Bonedie Beach in XXXX up on a cliff top. However, Rincewind will need a method to collect the ants[9]. First, have him trudge off to "Point-me-own-bone" Dibbjla's souvenir shop in XXXX to collect a picnic basket. ***Look*** at the baskets and then ***talk*** to Dibbjla about them and he will give Rincewind a suitable hamper.

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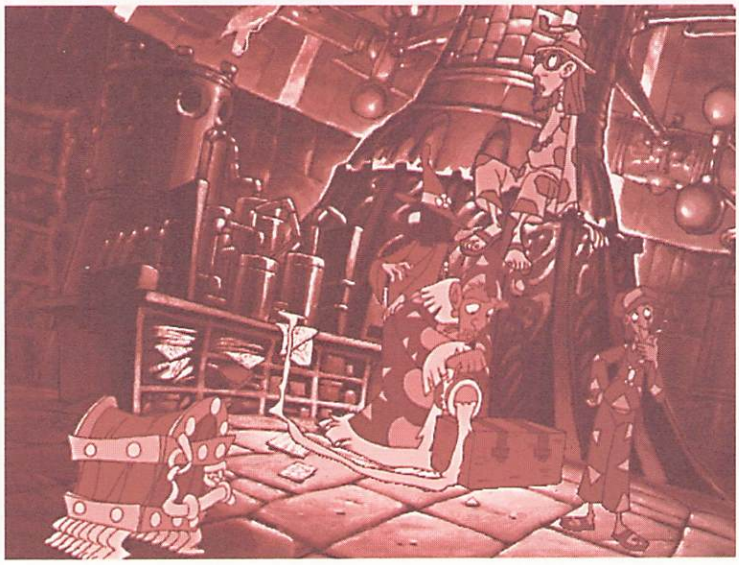
9 It is often remarked that ants are similar to man, since ants live in complex communities, and assault each other with mighty armies in order to achieve important ends (like the seizing of a vital lump of marshmallow bar). However, it must be pointed out that human armies very seldom manage to walk across patches of spilled orange cordial and stick themselves to the kitchen tiles.

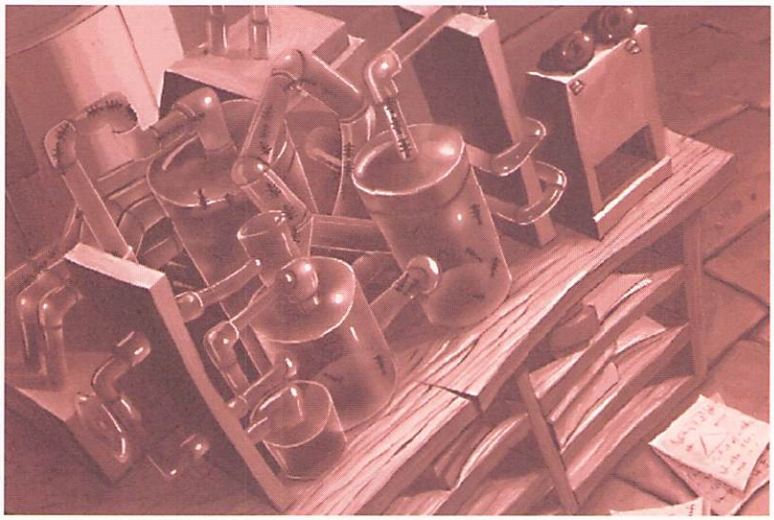
Next, go all the way back to Unseen University and enter the Dining Hall. Collect the food and put it in the hamper (***use*** the basket on the food). Now return to Bonedie Beach. Rincewind can set the hamper down near the handy ants' nest by ***using*** the full hamper on it. Ants will quickly swarm over the picnic basket.

Back at the High Energy Facility, the problem is now to get the ants into HEX, since they don't seem particularly interested in it. You can ***use*** the ant-laden basket with HEX, but the ants won't play ball. Some bait is required.

There is a clay pot by the Duck Man in the Shades. If you ***use*** this on the hives in Unseen University garden, you will find yourself armed with honey. Remember to ***use*** the veil and burning incense first to protect Rincewind and sedate the bees.

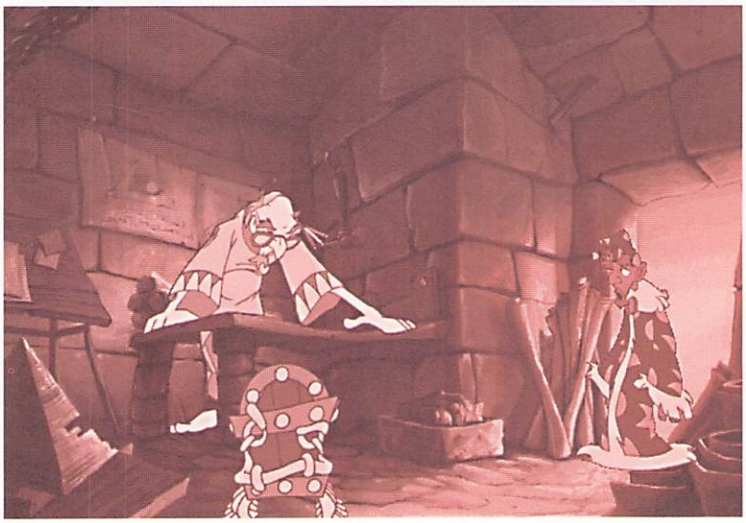


Having ***used*** the hamper on HEX unsuccessfully, now ***use*** the honey on either the machine or the hamper to run a trail of honey between the two.



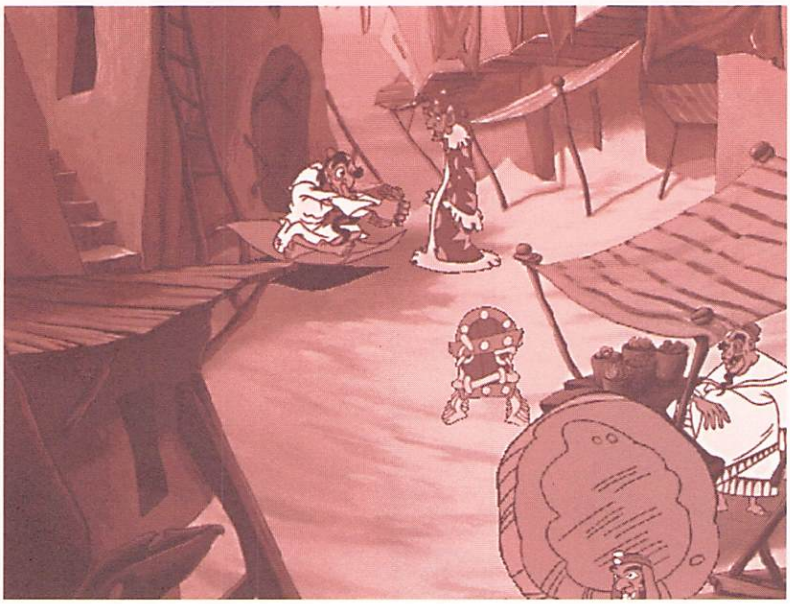
The ants will follow it and the computation can begin. Just ***ask*** Skazz to start the process. Everything seems to be working fine, but unfortunately a quick conversation with Skazz reveals that the answer will take two million years to be processed! Rincewind must now find a way to accelerate time inside the computer. As per usual – this will involve Rincewind dragging himself, his pointy hat and his rather spotty backside back and forth across the surface of the Discworld. Isn't he a lucky boy!

With that said: talking to the people in Djelibeybi should have revealed that they are good at making pyramids that slow down the passage of time. If you go to the architect's shop in the middle of Djelibeybi, the architect will reveal that he has a design for a reverse pyramid – one that accelerates time. Rincewind can steal the plans to build the miniature pyramid off the wall (just ***take*** them).



Next, you need something to make the pyramid out of. By now, Rincewind should be used to working his way from extreme to extreme: what better way to create a pyramid than out of several bent, curly croquet hoops?

Go to the University Garden and steal all eight croquet hoops (***taking*** one will cause Rincewind to gather them all). Next, go back to Djelibeybi.



At the left of the Djelibeybi bazaar is Uri Djeller, the great spoon-straightening wonder of the age. By ***using*** the hoops on him, Rincewind can get him to straighten the croquet hoops.

Now return to the High Energy Facility. ***Use*** the plans on the straightened croquet hoops, and a pyramid will be constructed. Then, ***use*** the pyramid on the machine. ***Talk*** to Skazz again to get him to start HEX. This time HEX will spit out the required answer. Now return to the cartwheel in the desert, ***give*** the answer to S.T. Ungulant, and Rincewind will receive the jingle in return.

And as long as Rincewind is in the vicinity of Djelibeybi... There are some rather mangy skeletons tied to trees outside Djelibeybi (trees? In the desert?). ***Talk*** to the one in the centre, Bone Idle, about singing the jingle and he will consent. Then, free him by ***using*** the knife on him to cut his bonds. You now have your band to perform the jingle.

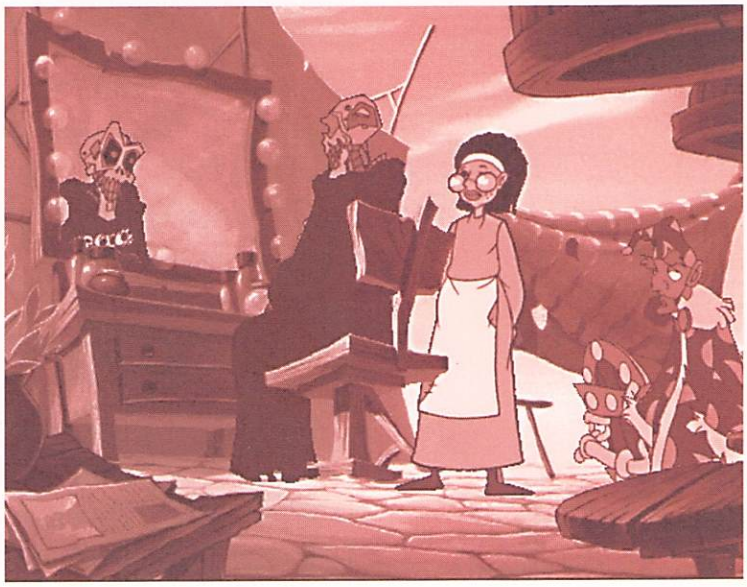
Now ***show*** the jingle and the band to Dibbler in Holy Wood – and that's one more part of the problem out of Rincewind's ever-thinning hair!

Make-up

Rincewind may have collected everything that Dibbler required, but haven't you noticed that you seem to be missing a star? If you have Rincewind pay a visit to Make-up (the entrance is just to the left of the imps), you'll see a make-up girl trying to give Death the right look. Her best efforts are not good enough, so Rincewind is told to go and get her some decent reference material. If Death is to be made glamorous, then Rincewind will have to secure a picture of the most glamorous possible

model – which means that Rincewind will somehow have to photograph the legendary Elven Queen. Why Death would want to look like the Elven Queen is anybody's guess[10]. Pity that a simple brown paper bag over Death's bony head isn't enough!

In any case, the job is laid upon Rincewind's weary shoulders. In order to stop Ankh-Morpork streets from swimming neck deep in the undead, Rincewind has no choice but to go off on this rather odd little quest.

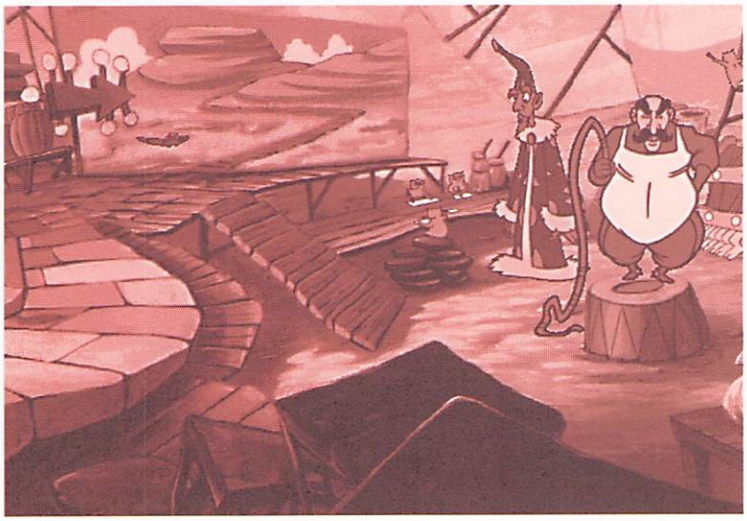


10 The principle at work here is that of "glamour". Elves, despite being some of the most vicious beings ever to walk the Disc, manage to appear dazzlingly beautiful and altogether wonderful in the eyes of everyone. Exactly the same principle works with cats.

As you no doubt already know, cameras take pictures by allowing a little imp trapped inside the camera box to paint a quick portrait. This state-of-the-art technology will allow Rincewind to take a snapshot of the Elven Queen once he tracks down her lair. All he needs is a camera – which he can find in Holy Wood.

There is a camera lying about unattended to the right of the Imp Handler in Holy Wood. There are also plenty of imps lying around. After ***taking*** the camera, ***talk*** to the Imp Trainer about imps and he'll say you can have the lazy one on the water cooler. Unfortunately the imp will dump "special effects" paint on itself and run into the scenery cut-outs.

Rincewind's revenge will be long and terrible – and also quite out of scope of this game's animation budget. But if they had animated it – BOY, would you have seen something special! Gray's anatomy in 3-D had nothing on the storyboards for this bit!



Anyway. The problem now before Rincewind is to somehow catch the imp; not only that, but to catch him in a way that means minimum sweat and danger to Rincewind himself.

If you haven't already got the boomerang, race off to Bonedie Beach in XXXX: ***talking*** to Dibbjla will give you a boomerang. Then head back to ILM (Impish Light and Magic) in Holy Wood. Paint the boomerang with "special effects" paint by ***using*** it on the pot of SFX paint near the Imp Trainer. Now ***use*** the boomerang, throwing it at the scenery that the imp is hiding in. The imp will be collected by the boomerang. ***Use*** the imp on the camera and Rincewind will have a functioning camera.

Now – on to the Elven lands.

Firstly, Rincewind must discover the location of the Elven kingdom. The quickest way to do this is to talk to the wisest woman in the city.

Rincewind should go back to the Morgue and ***talk*** to Granny Weatherwax, the witch. The poor old dear is currently being besieged by Casanunda, the world-famous half-pint Romeo (after all, Rincewind did send him after her). She will tell Rincewind how to reach the Elven Queen – but only if he gets Casanunda to take a hike! This can be done by ***talking*** to Casanunda and giving him the information that a large swarm of women await him in Djelibeybi (the women with beards Rincewind knows so well!). Of course Rincewind will have to have been to Djelibeybi first before he can pass on this information.

With this done, Rincewind can finally ***talk*** to Granny. She will tell him about a stone circle[11] called

11 It is often theorised that stone circles were created by earlier civilisations as a type of calendar. If so, then this would also explain the connection between stone circles and debauched nude maidens – a tradition preserved in mechanics' office calendars to this very day.

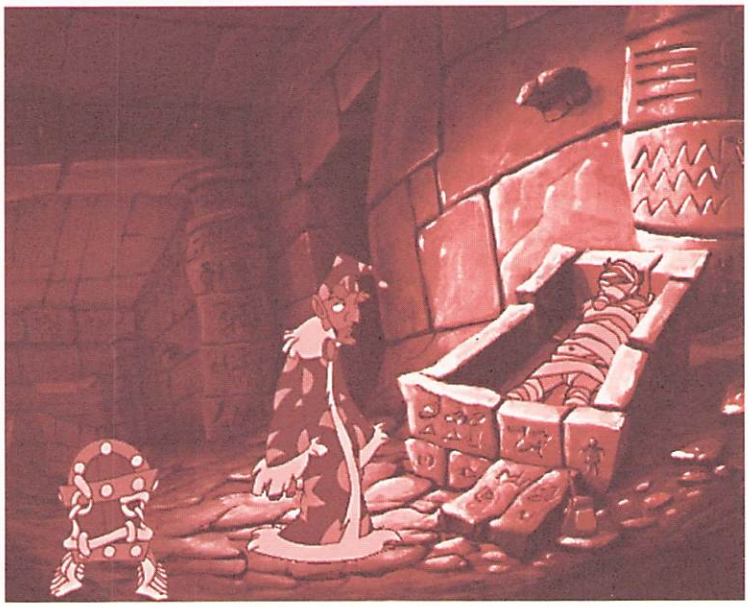
The Dancers. This lies at the top of the World Map, and is labelled as Forest: here is the entrance to the Elven kingdom. Just have Rincewind ***use*** the Stone Circle. Don't worry if the luggage can't follow Rincewind through into the Elven dimension. It contains too much iron to get through the magic circle (Elves have a thing about iron). If Rincewind tries to go to the Elven Castle, however, he will find himself chased off by some guards. Listen carefully to their conversation. It seems that the Elf Queen's pet is missing. A quick ***talk*** with Granny Weatherwax will reveal that the Queen's pet is a unicorn. To get past the Elven guards Rincewind will need to disguise himself as a unicorn.

In the Wardrobe Department (through the castle doorway to the left of Holy Wood) there is a pantomime horse costume. Gad!

Just what the doctor ordered! However, the rather odd costume caretaker will only swap the pantomime horse suit for a piece of jewellery from Djelibeybi. You can find this out by ***looking*** at the suit and then ***talking*** to her. Be sure to avoid making any trysts that might psychically scar Rincewind for life.

What could be a more logical way to start this quest than to go all the way back to Djelibeybi again? At the Oasis in the desert near Djelibeybi, Rincewind will find a mummified arm with a ring on it, along with a pair of surly vultures. They are not prepared to give it up, though, so Rincewind needs a replacement. Trying the wooden arm is almost successful, but not quite. The solution is to wrap it in bandages.

First, go to Mrs Cake's, and ***take*** her scissors, which are at the far left (for a precognitive lady, she certainly tolerates a lot of petty theft and vandalism!). Next, go to the Pyramid near Djelibeybi. Enter it and ***use*** the scissors to cut some bandages from



the mummy[12] inside the tomb. While Rincewind's here, have him ***take*** the embalmer's glue. (We're thinking far ahead here, folks! Don't lose that glue!)

Now, ***use*** the bandages on the wooden arm. Voila! A fake mummy's arm! Aren't you a clever clogs! Take five minutes' break to spread your chest and strut majestically about the room.

Finished?

Good.

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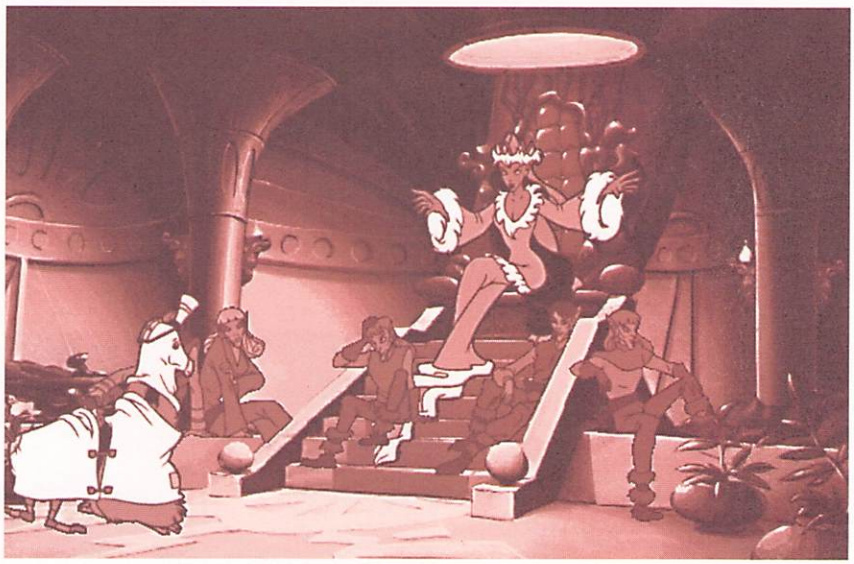
12 The corpses of the dead, of course, are received in the afterlife by a committee of gods – beings whose entire life consists of sitting by the eternal river as barge after barge unloads heaps of dead bodies at their feet. It is now thought that mummy wrappings, instead of being meant to preserve the corpse, are actually gift wrappings meant to preserve the element of fun in gods' unhappy lives. Every third or fourth mummy is in fact either chocolate dipped, or replaced by bon bons. Attempts to turn some mummies into novelty crackers have been discontinued, due to some rather unfortunate incidents involving a dead Pharaoh, and two energetic gods keen to get a hold of a paper hat and a secret prize.

Now all you have to do is swap (***use***) the bandaged mannequin arm for the mummy arm at the Oasis. (That's right – snatch food from the mouths of magnificent wildlife! What the heck is this game teaching people anyway?). On the mummy arm's finger is a ring which can be taken by ***examining*** the arm once it is in the luggage. ***Give*** this ring to the wardrobe lady and the pantomime horse suit is yours!

Exhausted but not deterred, Rincewind must now find something to use as a horn (he needs a unicorn suit). Go to the ruined Fools' Guild and ***take*** the horn from the rubble. Now ***use*** the glue from the Pyramid in Djelibeybi on the horn to make a sticky horn and ***use*** it on the pantomime horse costume.

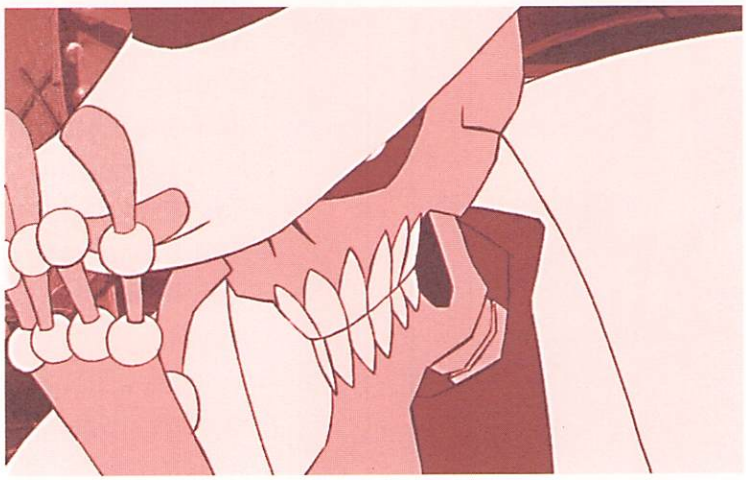
And now – last but not least – go to the University Dining Hall, and find the Librarian. He will agree to be Rincewind's partner if ***talked*** to about the unicorn suit. He will agree – but takes the front end. (Horrible thought, isn't it...)

Right. So there you are; one unicorn costume, and all done the easy way!



Rincewind can now use the unicorn costume, to enter the Elven castle via the Stone Circle. Go to the circle and take the unicorn costume (with the Librarian in it) and the imp-loaded camera from the luggage, putting them in Rincewind's own inventory. Next, ***use*** the Stone Circle to go through to the Elven kingdom. ***Use*** the unicorn suit on Rincewind and he

and the Librarian can make their unconvincing journey up to the castle. Take some film of the Elven Queen by ***using*** the camera on her and then escape before any more quests drop in out of the blue! ***Give*** the resulting film to the make-up artist in Holy Wood, who will use it to complete Death's transformation into star material.

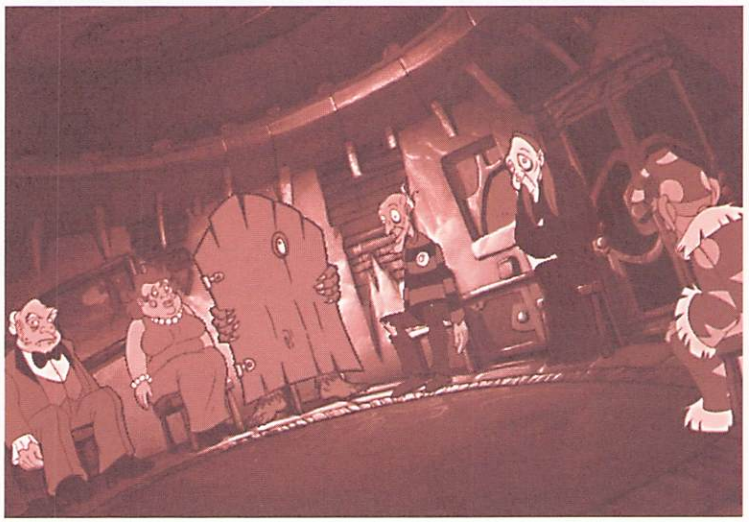


Shooting the Clickie

Now that Rincewind has the novelty merchandise, the gorgeous babe, the jingle and of course Death made up to look like a star, you need just ***talk*** to Dibbler to start the film shoot. Everything goes swimmingly well until Death objects to having to perform his own stunts. Such a primadonna. Anyway, the bottom line is that our reluctant hero Rincewind has to go and find a suitable stunt double. Anything will do, as long as it vaguely resembles a skeleton.

Stunt Double

The perfect stunt double can easily be found. The sheep skeleton who "lives" inside the closet of the Fresh Start club in Ankh-Morpork is keen to get started in show business. If you haven't already visited this group of dead beings, you will find their meeting room near the left edge of the Shades.



The door will be opened by Reg Shoe, the leader of the group. You will need to ***show*** him the death certificate before he will let Rincewind in. Once inside Rincewind can ***open*** the closet to reveal a black sheep skeleton. The sheep will consent to be Death's stunt double... but only after the inevitable quest. In this case, a quest to find proof of the sheep's ancestry.

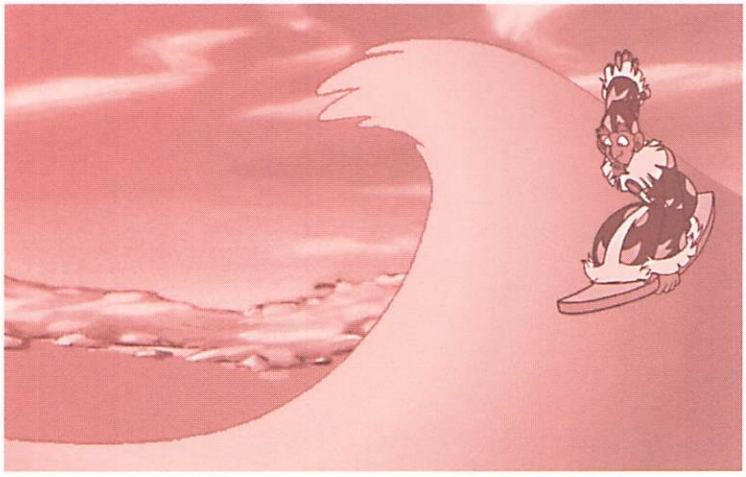
How lovely.

The sheep's ancestors came from XXXX, and a cave painting hidden at a secret beach will give proof of the sheep's ancestry. The problem is, how to get to the cave.

Ready?

The secret lies in Rincewind's fascination with the surf. If you take him surfing, he will end up at the secret cave.

Poor Mrs Cake seems to be the number one victim in this game. Go to Mrs Cake, and ***take*** her ironing board which is hidden in the closet (Rincewind will need to ***open*** the closet door first).



Use the saw to cut off the ironing board's legs. Rincewind now has a surfboard.

Now go to XXXX. Rincewind has trouble staying on the surfboard as it is, but ***using*** glue on the surfboard solves the problem. (And remember kids – Rincewind is a trained idiot; don't try this at home!) ***Use*** the surfboard with the surf, and travel away from the beach to the Secret Cave.

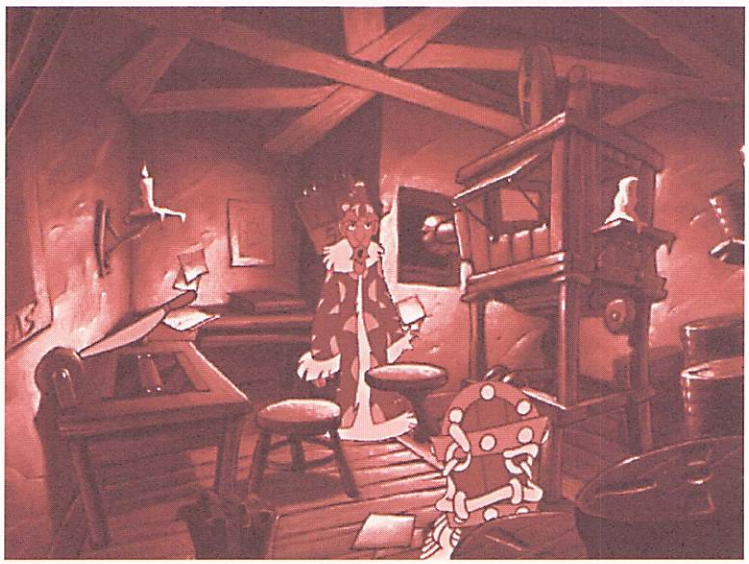
Inside the cave are ancestral pictures of the sheep's forefathers. ***Use*** the imp-loaded camera to take some footage of them.

Now take the picture back to ***show*** the sheep skeleton, who will then agree to be Death's stunt double. Rincewind should then go back to Dibbler in Holy Wood, and the quest is done!

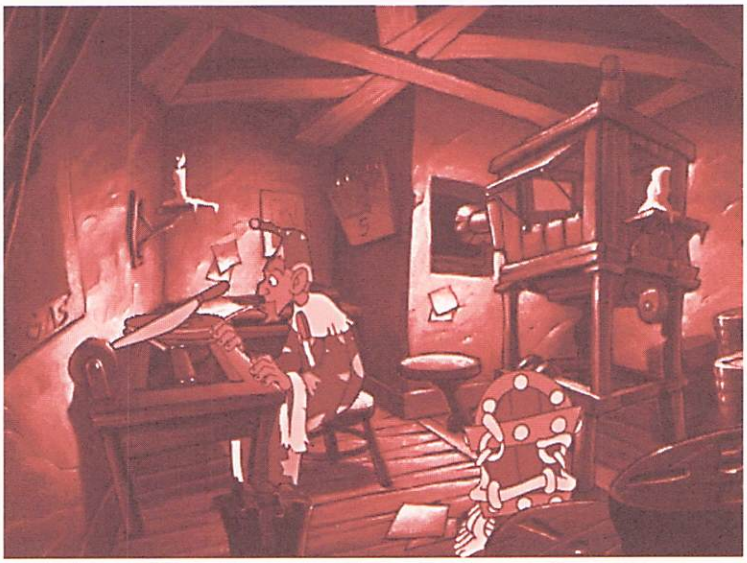
RIGHT! That's it – that's all the props needed for the promotional film for Death. HAPPY NOW? Well, you'd better be! This time everything goes according to plan and Rincewind and Dibbler shoot their epic.

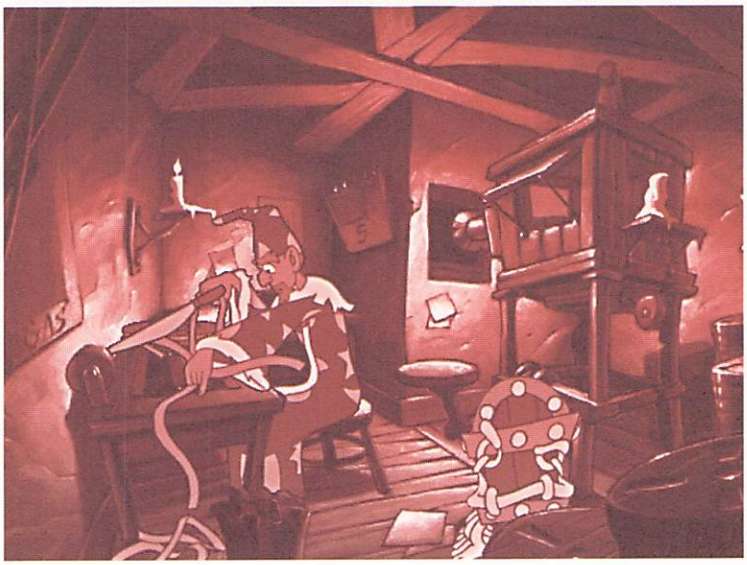
The Film

Now you get to see the premiere of Death's movie. Kick back and enjoy the theme song. Watch the film – then blink in confusion as the whole film seems to be going nowhere. The audience hate it, they heckle.



To escape from this hell, have Rincewind (who is in the Projection Booth) spice up the movie by cutting in the leftover footage of the Elven Queen, thus creating Discworld's first subliminal advertising. To do this, ***take*** the reel from the projector. ***Use*** it on the apparatus on the left of the projection box, which happens to be a splicing desk. Then, ***use*** the



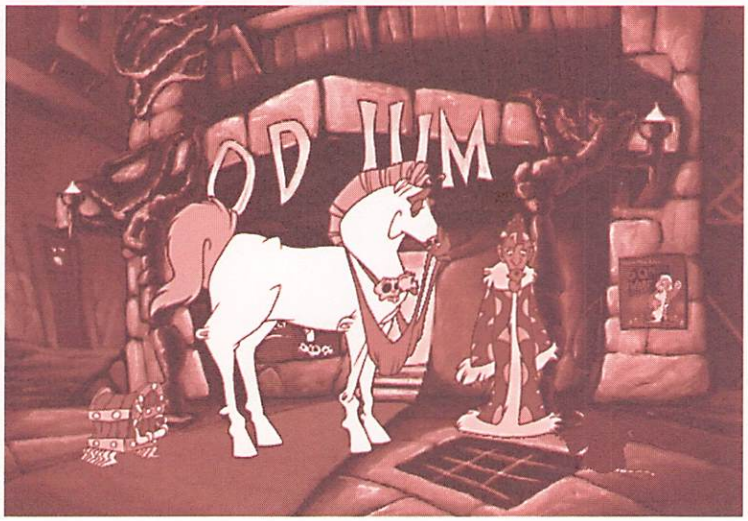


left-over footage of the Elf Queen on the apparatus to complete the job. The audience will suddenly decide that they love the film – and Death's career as a superstar has finally begun!

ACT III
THE GRIM
RINCEWIND

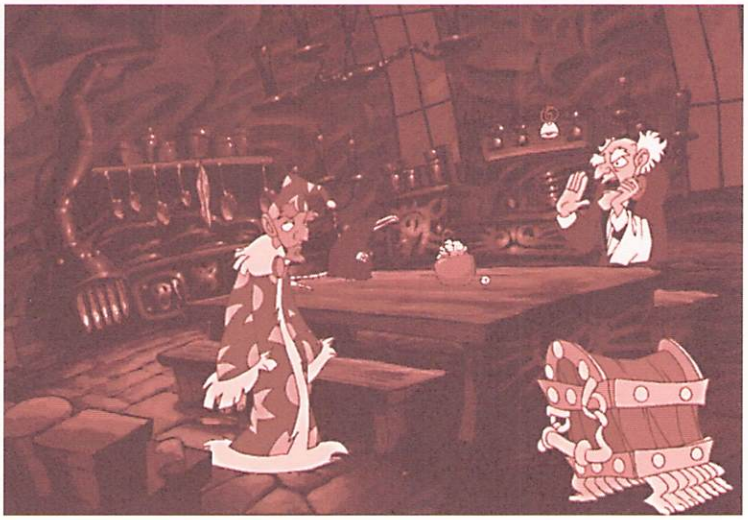
Act III - The Grim Rincewind

Like most things in Rincewind's life, his plan to popularise Death tragically misfires! Death becomes a cult figure and gives up his old work entirely. The skeletal layabout is having far too much fun living the high life. In order to prevent cosmic disaster,



Rincewind is now forced to temporarily take over Death's job!

Dragged unwillingly off into the never-never by Death's horse, Binky, Rincewind ends up in Death's domain. Find the butler Albert in the Kitchen (it's to the left of the hallway in Death's house), ***talk*** to him and he will tell Rincewind what lovely, yummy quests he needs to complete this time around.



In order to qualify for the job of "Temporary Assistant Death", Rincewind will need to impress Albert with four things:

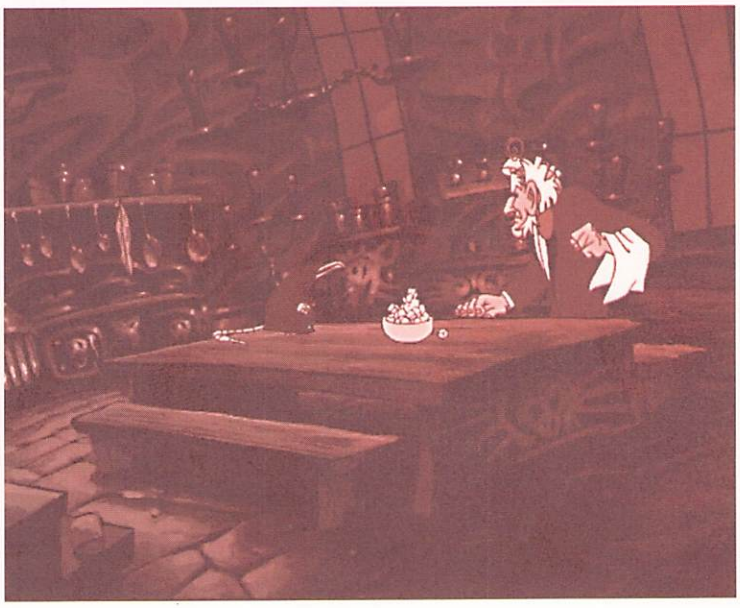
1) The ability to ride Death's horse.
2) A *really* black robe.
3) A DEEP, BOOMING VOICE.
4) The ability to wield a scythe.

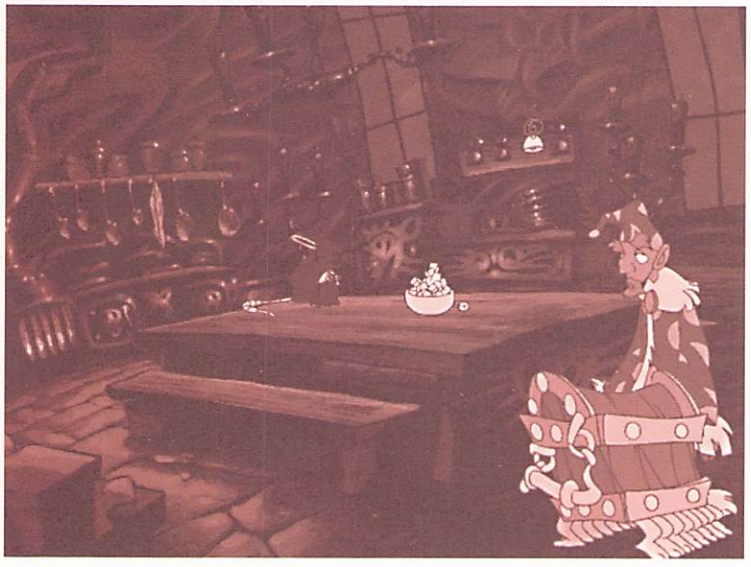
So take a good look at the gorgeous decor of Death's realm, sing the praises of the background artists, and then go forth upon the latest maze of mighty quests. (A wizard's work is never done...)

The Horse

Rincewind's first test is to ride Death's horse, Binky. Unfortunately, Albert seems to want Rincewind to fail, so he will deny Rincewind the tools he needs, and even spook the horse to make it toss Rincewind down into the hay.

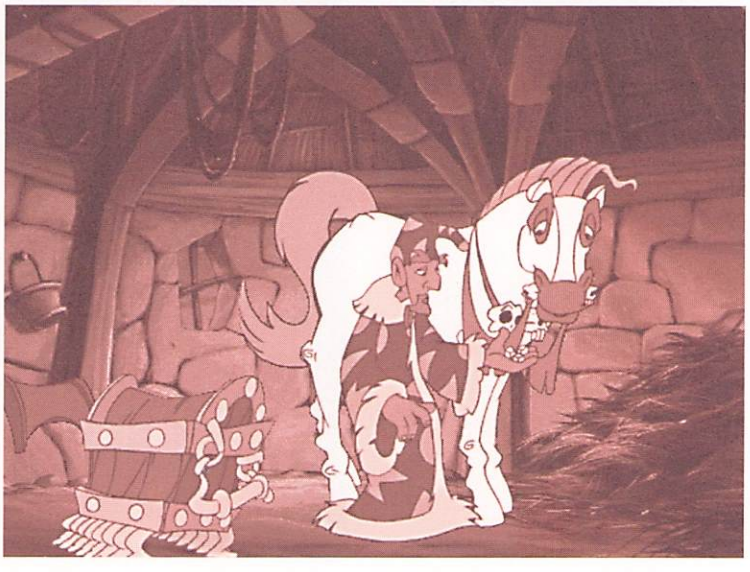
First things first: Rincewind will need to make friends with Binky – and this means bribery! A bowl of sugar cubes can be found in the Kitchen, but Albert won't let our hero ***take*** them. Go into Death's Study, which is at the top of the stairs in the hallway, and ***use*** the bell rope. This will make Albert leave the kitchen.

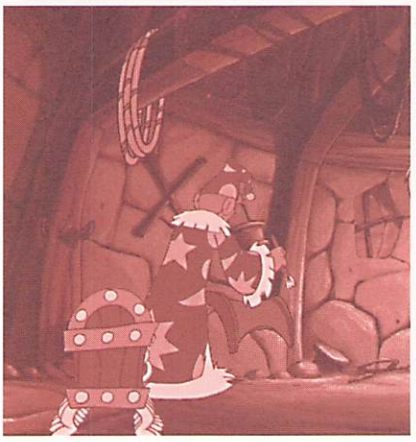




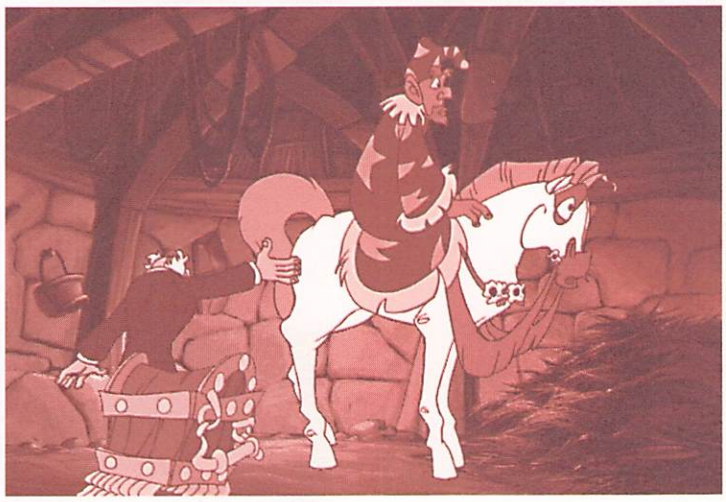
Now go into the Kitchen and ***steal*** the bowl of sugar cubes – get out of the Study fast, or Albert will arrive and all your scheming will have failed.

Rincewind can now wander into the stables and ***give*** the sugar to Binky, winning him over. If he



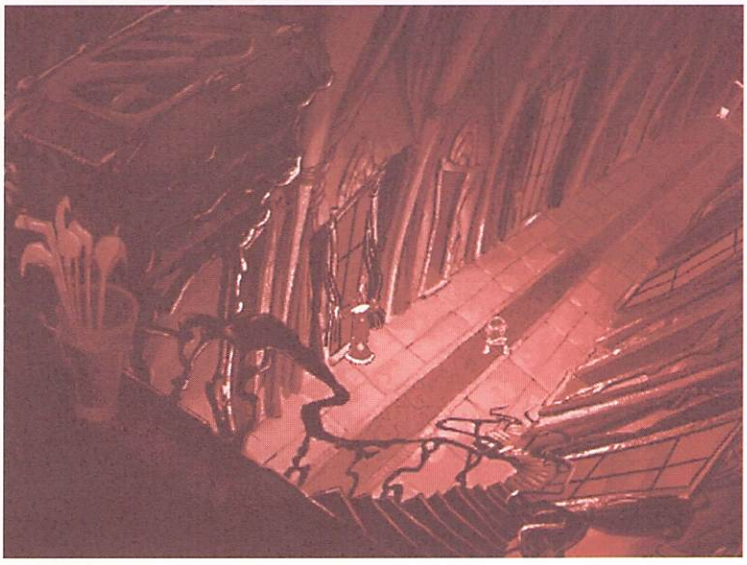


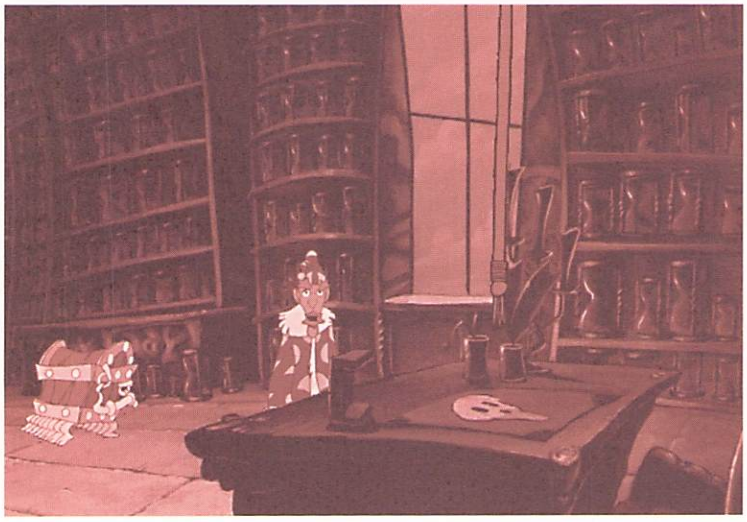
attempts to ride Binky at this point (by ***using*** the saddle, then ***using*** Binky), Albert will spook the horse, throwing Rincewind to the ground. The solution (once again) is to ***use*** glue on Binky's saddle. Rincewind should now be able to ride Binky no matter what Albert tries to do!



The Robe

Next, Rincewind needs a robe, a black robe. ***Take*** the bottom left curtain from the entry hall. It's a good start, but it needs to be blacker (***show*** it to Albert if you don't believe me). There is an inkwell on Death's desk, in his Study. ***Take*** this ink and pour





(***use***) it into the fishpond[1] in the back yard, which lies to the top right of Death's domain. ***Use*** the robe in the fishpond to dye it really blacker than black. (That was a quick puzzle! The deadline must have been coming up too fast.)

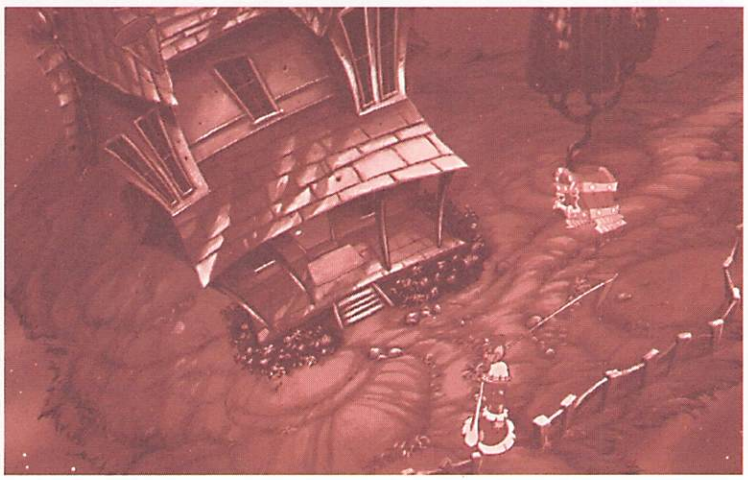
Now show the robe to Albert.

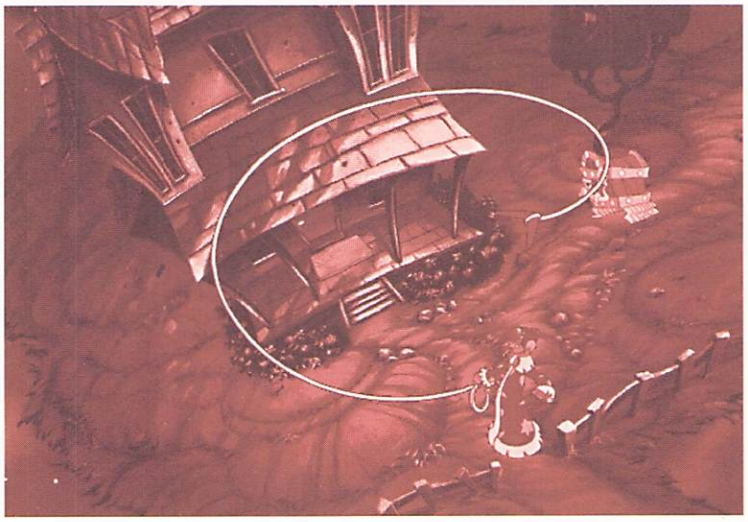
1 Once again, don't worry about the fish. I mean, what are they going to do? Die on us? The only thing you could do to really annoy them is to be deliberately nice to them – clean their water, feed them, etc. The afterlife is the first time they've ever managed to get away from all that awful daily piscine grind!

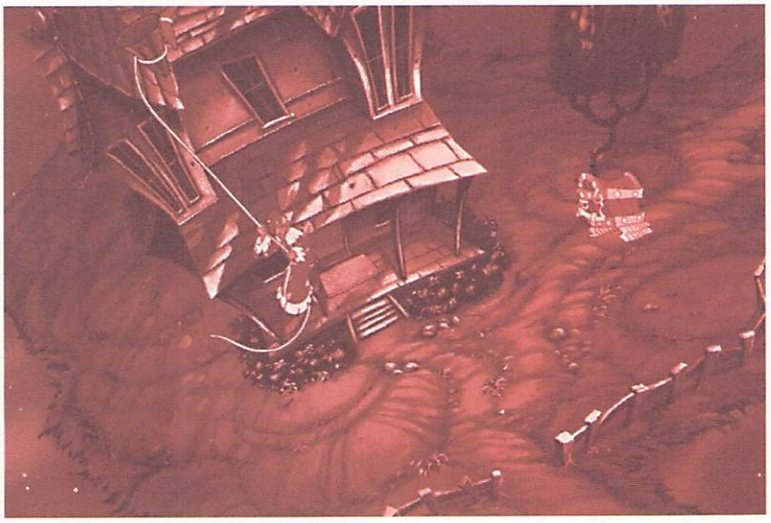
The Voice

Rincewind next needs to impress Albert with a deep, booming voice. Simply messing with the computer's sound card is not sufficient – so it's time for another little quest.

You will find some rope in the stables. ***Take*** it and then ***use*** it on the boomerang in the luggage, to produce a Batman-style "batarang" – the ideal tool





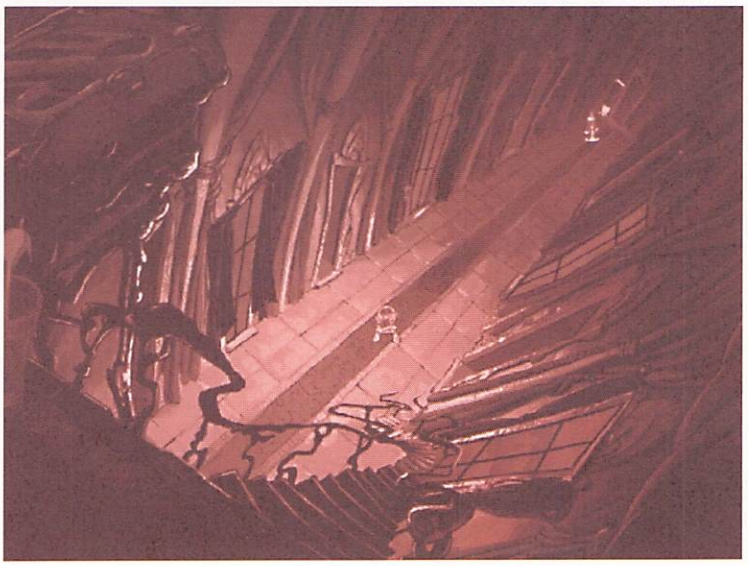


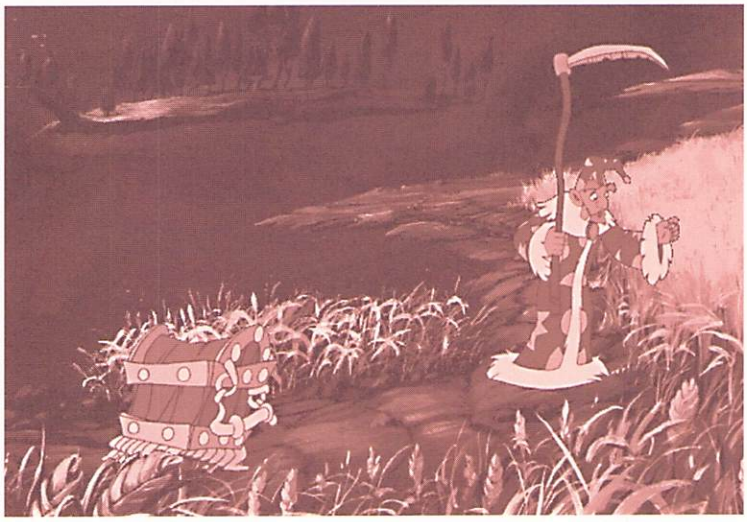
for scaling vertical surfaces! ***Using*** the batarang on the chimney of Death's house will allow you to get up to the roof, but talking down the chimney (by ***using*** it) doesn't quite produce the desired effect. The resulting voice is nicely resonant, but unfortunately it was too muffled for Albert to hear it. Something has to be done to alter the acoustics.

Going to the kitchen and ***opening*** the potbelly stove door is the solution. Rincewind's voice will now be successfully deepened by the echo of the chimney.

Wielding a Scythe

To be a true "Grim Reaper", Rincewind will have to be a grand master of the scythe. This is a process of love and devotion that could take millennia of practice. And as such, Rincewind isn't going to have a bar of it.





The scythe can be found in the umbrella stand at the end of the hallway in Death's house. ***Take*** it and ***show*** it to Albert. This does not impress him, however, as he insists Rincewind proves he can use it. He will tell Rincewind to go and reap the corn, which lies to the bottom right of Death's domain.

However, when you ***use*** the scythe on the corn it just causes Rincewind to realise what backbreaking work it would be to cut it all by hand. What's needed is a reaping machine – a makeshift combine harvester[2]. You already have a blade, now you just need something on wheels to attach it to.

A suitable vehicle is in the back yard, but it belongs to Death's granddaughter, Susan, and she will only swap her wagon for a "life book" – specifically Rincewind's (***talk*** to her).

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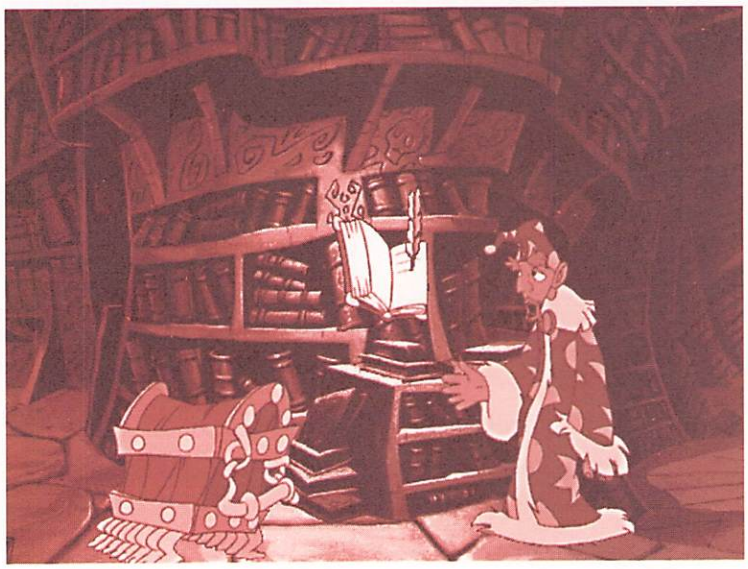
2 Despite their name, combine harvesters are used to harvest corn. Since a combine is actually an association of enterprises which attempt to monopolise a market, combines are actually harvested by shareholders, who reap dividends annually.

Death has a Library of these books – the biographies of every life ever lived. Here you can ***take*** Rincewind's book (you'll have to ***look*** at it first) and ***give*** it to her, at which point she changes her mind and says she wants one with pictures. Rincewind must collect one of the older life tablets, which are hidden in an alcove deep at the back of Death's Library.



Go to the welcome mat outside of Death's door, and ***examine*** it to find the key hidden underneath. Next, locate the locked alcove (to the far right of the Library), and ***unlock*** it with the key. You will discover a pitch black cupboard with all sorts of lovely shelves, but it is too dark to see what's on the shelves. Some light is required.

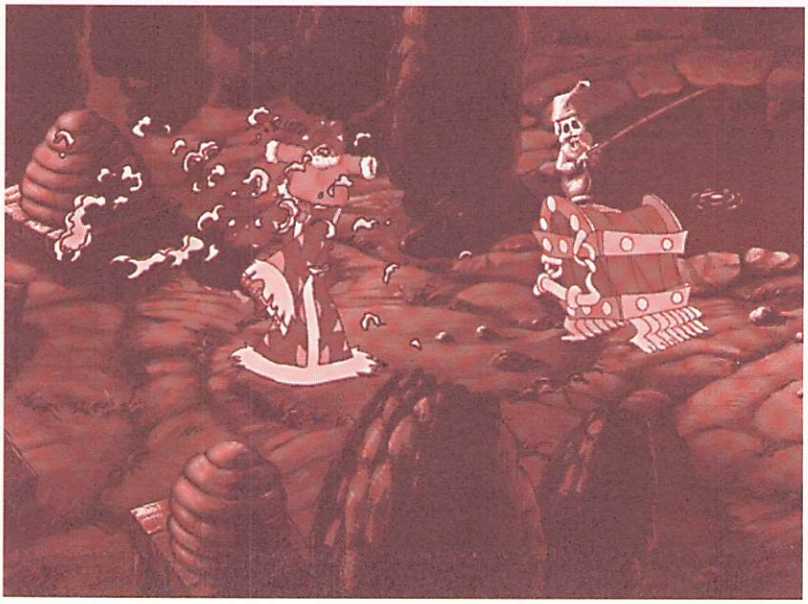
Candles would appear to be the obvious solution, but all the candles throughout Death's domain are purely for show. We've been through this kind of thing before (no – it wasn't a hellish dream!). And now you relive those moments of glory all over again! We are going to have to make use of the fact that Rincewind has learned the art of candle making from Act I. All he needs is some wax and something to use as a wick.

Death keeps bees in his Garden (black bees, of course) but, as before, Rincewind will need some smoke and protection before he can take any wax.

Suitable protection can be found in Susan's room, which is at the top of the stairs in the hallway,

opposite the study. ***Take*** the bunny rabbit off the bed, and ***examine*** it in your inventory. You will find a flimsy nightie inside, ideally suited for the job. Whilst here, ***take*** the string which is hiding on Susan's dresser.

Next, you need some smoke. Head into the Kitchen, and ***take*** Albert's pot holder – a very oily rag. ***Using*** the matches on this will give you a burning rag – the perfect smoke maker[3].



You are now ready to go back into the Garden. ***Use*** the flimsy nightie on Rincewind, and ***use*** the burning rag on the hives to drive the bees away. Now gather wax from the hive by ***using*** the hive (black wax, of course).

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3 Actually, the perfect smoke maker is probably a dragon. Not only can it smoke on its own, but it can cause pretty much anything else to smoke, if it wants.

Using the wax on the string will produce a candle, which can be ***used*** on the matches to light the candle. Then enter the alcove and ***use*** the lit candle on the alcove shelves to provide illumination.

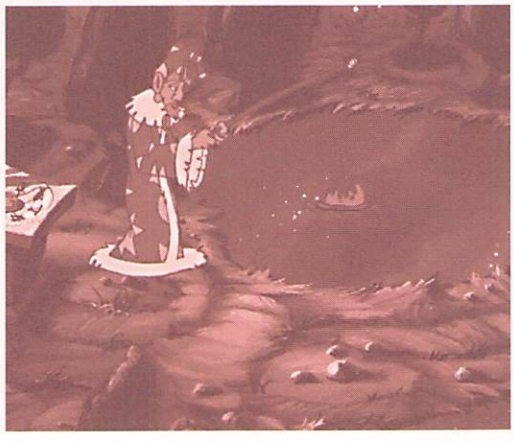
Take the old tablet from the shelf in the alcove and ***give*** it to Susan. She will finally consent to let you have her toy cart.

Use the scythe on the toy cart to make a harvester– then go and ***use*** the harvester on the corn.

Now was that so hard?

Course it wasn't. That's why Albert has more in store for you!

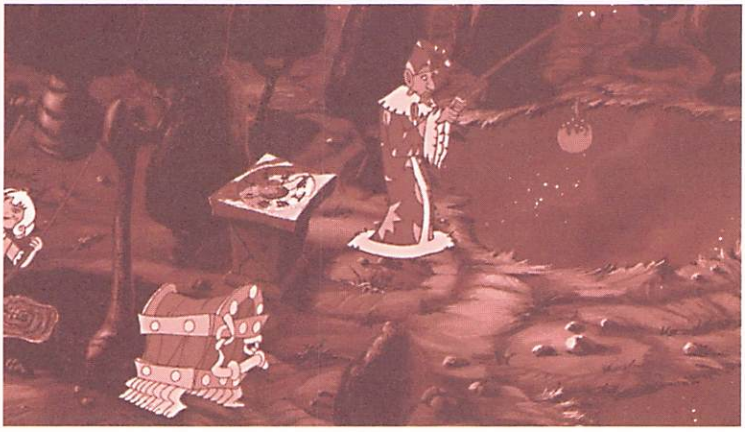
Gathering Souls



Albert wants Rincewind to collect 100 souls. The astute reader might remember that 100 ants were killed in the Unseen University's computing machine only moments before Death went "off duty" (remember talking to Skazz?). A reminder of this can be found in the ledger on the desk in Death's Study. These 100 ant souls are now in the pit in Death's Garden.

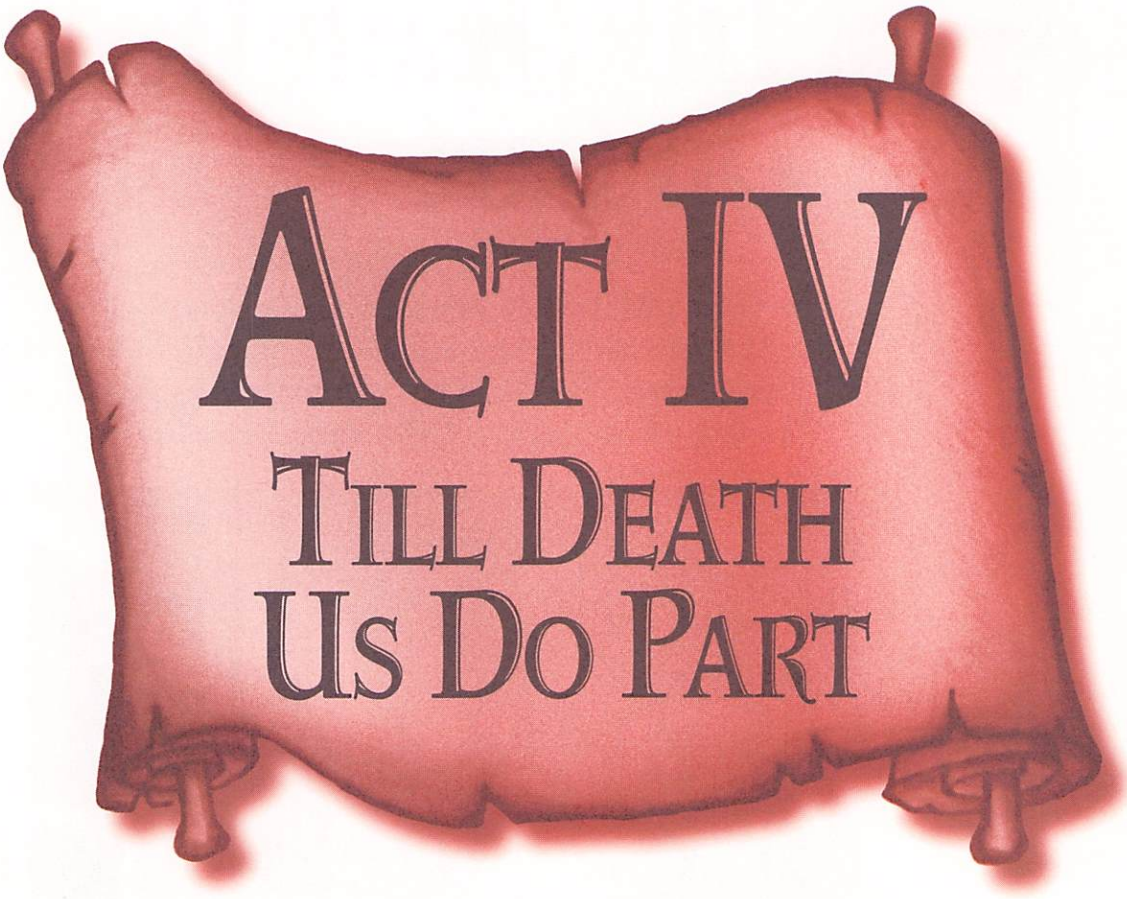
Rincewind should quite easily come up with a nice, lazy idea: he can use some honey to catch the ant souls.

First, ***take*** the fishing rod from the gnome in the Garden. Then, ***use*** the empty sugar pot on the hives to fill them with honey (black honey, of course). ***Using*** the honey pot on the fishing rod produces a suitable device for luring ant souls.



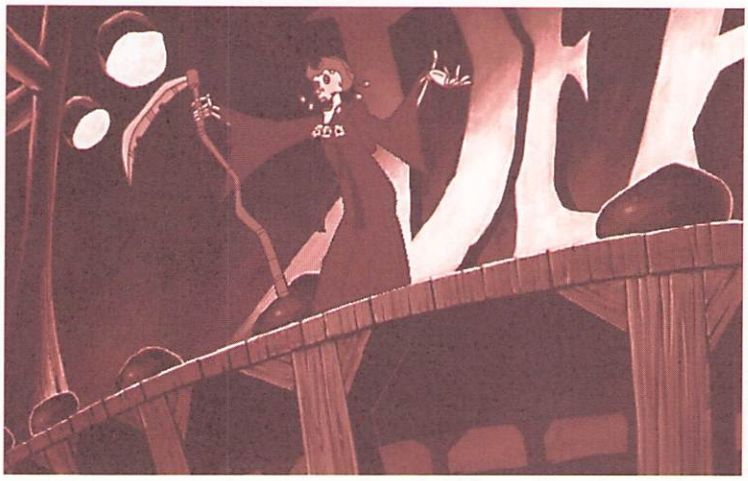
Using the fishing line on the dots in the pit of souls should allow Rincewind to happily snare 100 ant souls – just go and ***give*** them to Albert to bring this Act to an end.

Rincewind is now the acting Death, and his first job is presented to him by Albert in the form of a huge hourglass. It must be the hourglass of somebody pretty important (remember that hourglasses measure the life time remaining).


ACT IV
TILL DEATH
US DO PART

Act IV - Till Death Us Do Part

It seems that while Rincewind has been studying to become Death's replacement, Death himself has been getting more and more famous. He is currently hosting his own concert (Bonestock). This fame and



success has come to the attention of the Patrician, who is not well disposed to competition. We see him in a meeting with the assassin that caused all the problems in the introduction. A hit is arranged and Death falls foul of the Assassins' Guild[1]; Rincewind must save his life – otherwise Rincewind will have to remain as Death forever. (Granted you'd be working as your own boss, but the hours are terrible, and Rincewind looks shocking in black!)

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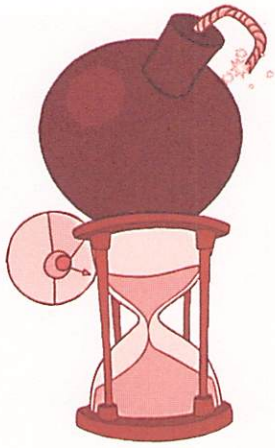
1 There is an old saying which runs, "Nothing is certain except death and taxes". The Assassins' Guild is Ankh-Morpork's way of making sure that both processes are under government control.



Death is dying. The sands in his "hourglass" (the measure of his life) are running out. To save Death, Rincewind must in some way lengthen his life. Now THIS quest has a certain urgency about it: if Rincewind doesn't get a move on, he could be condemned to actually working for a living for the rest of his unnatural life!

After Death falls foul of the assassin's bomb, **take** a cork from his hat. With that done, Rincewind must go to Djelibeybi, where he will see that one new development in the game is the appearance of a mysterious "old timer" who knows the way to the Fountain of Youth. ***Talking*** to Uri Djeller will elicit this information.

Rincewind can't talk to the old timer, but a careful study will reveal that he comes to town briefly before heading back into the desert again. He can be followed to the Fountain of Youth if Rincewind is clever about it.

The old timer is cunning enough to evade Rincewind if the wizard simply tries following his man. (Face it, in the desert, Rincewind stands out like… well, like a twit in a pointy hat standing in the middle of the desert sand.)

So – Rincewind has to mark the old timer and make him easier to track.

You should have noticed by now that for some time Rincewind has been followed by the two vultures. Ever since he took the mummified arm, in fact.

Use the mummy's arm with the old timer's camel's saddle-bags to hide it in there (you'll have to ***take*** the canteen out first). This makes the vultures circle the old timer instead of Rincewind, and allows you to follow him to the Fountain of Youth.

You can ***fill*** the canteen with water from the fountain, but ***using*** it on Death only makes matters worse. Rincewind needs the sand – not the actual water itself! ***Use*** the cork on the fountain to block

the flow of water, and ***use*** the sand in the fountain on Death's lifetimer. This saves Death's "life"! Death's bones come back together in no uncertain way, and while Rincewind sleeps we see Death take his revenge on the assassin that has given everybody all this trouble. Rincewind is now officially a hero (not that he can ever tell anybody, since no one is ever going to believe a word of it).

Epilogue - Queen Kong!

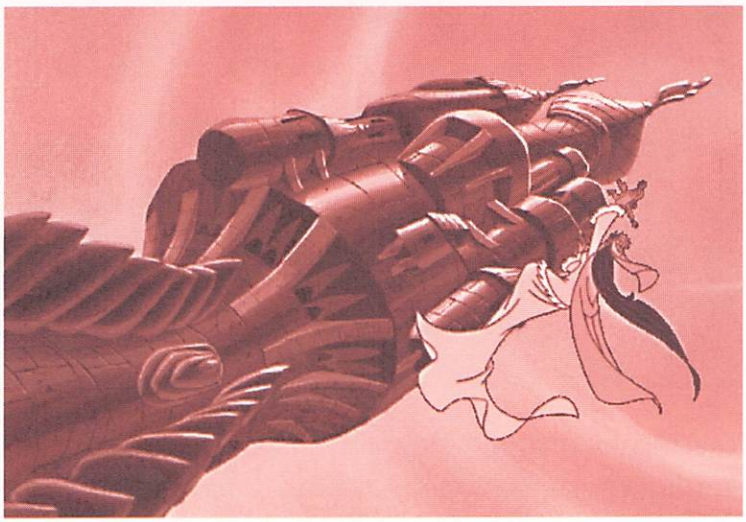
Just when you thought it was time to sneak off for a quick cup of tea and a phone call to all your friends... Aha! The film breaks, ruining the game credits. Not to panic, Rincewind can quickly splice it back together using some leftover footage, and before long "The End" is there upon the screen.

But then we see a brief flash of the Elven Queen. And then another. And another. Rincewind has spliced in the wrong piece of film in his panic. This is no longer subliminal – it's one continuous shot of the Elven Queen. So much glamour, so much magic – a screen can only take so much!

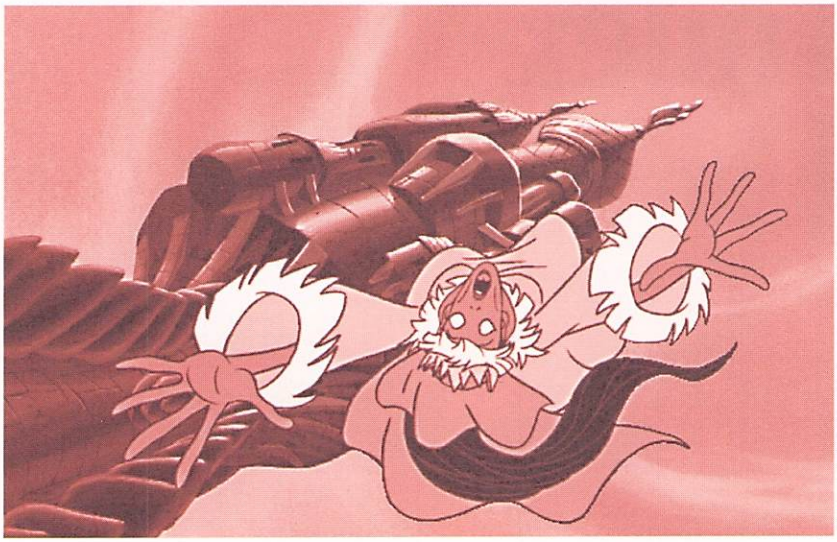
The Elven Queen bursts from the screen,

causing panic in the stalls. She grabs the Librarian and in a perverse version of King Kong – where the babe has captured the ape – she climbs up the spire of the Unseen University's Tower of Art and terrorises the city. Rincewind has to save Ankh-Morpork from falling foul of a terrible cliché!

Rincewind needs some way of getting rid of the Elven Queen's glamour – and the solution is water[1]. He needs some way to throw water at the Queen, and some way to get up to her.



1 A simple experiment will confirm this. Using a garden hose on a suitable test subject with glamour – a cat is ideal – will quickly prove that water and glamour don't mix.



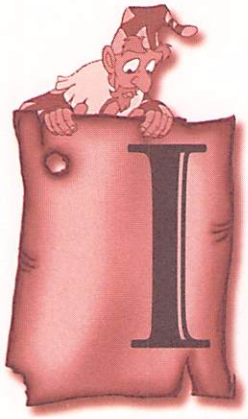
All the tools that Rincewind needs are to be found amongst the admiring, brainless crowd. Firstly, ***talk*** to Dibbler and buy some bladders. You can fill them with water from the canteen (***use*** them with the canteen).

Next, ***look*** at the raven and ***talk*** to Granny Weatherwax and convince her to mindmeld with her pet. ***Take*** her broomstick once she's left her body behind. ***Use*** the broom, and soar up to pelt the Elven Queen with water balloons. Blast her and make her mascara run! Bwa-ha-ha-ha-haaaaaaaaa!!!

With the Elven Queen gone, the game is over at last!

Call your friends!

On your bike, clever clogs. You've finished the game!



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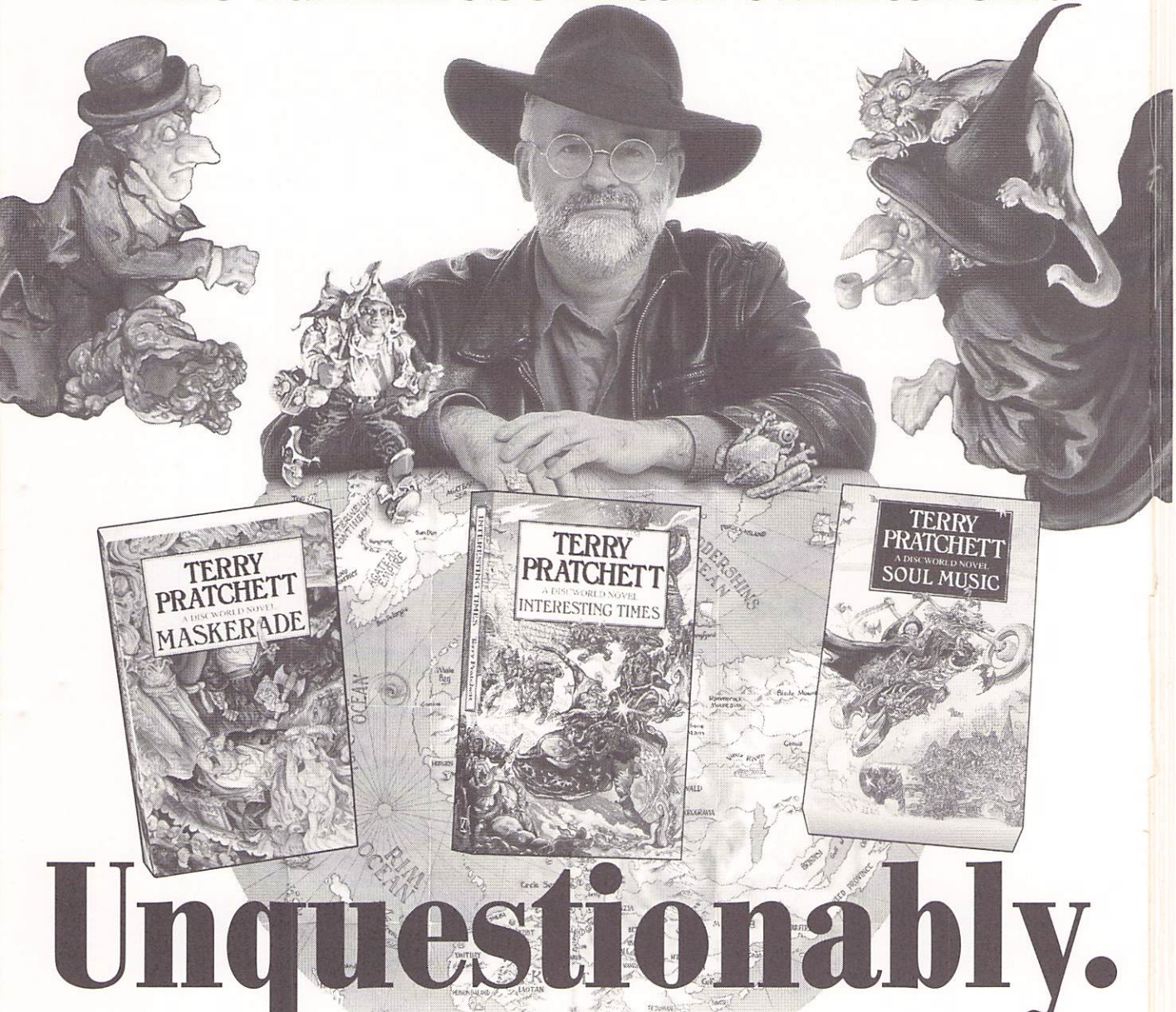
Terry Pratchett

The funniest man on Earth?



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'And lo, it came to pass, the denizens of Perfect Entertainment did construct a game known to the world as Discworld II. For forty days and forty nights did the heroes struggle with the fiendish quests, until finally their occidental lobes were sore, and they cried out to Jaala, goddess of lateral thinking, parallel parking, pin-ball and miscellaneous entertainments, saying, "How do I get bees to sweat?" and "What do I do with the ironing board?" And the spirit of Jaala moved through the world, and thus was the Discworld II Strategy Guide created.'

The Book of Kash (Prophet, 2nd Grade).

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